

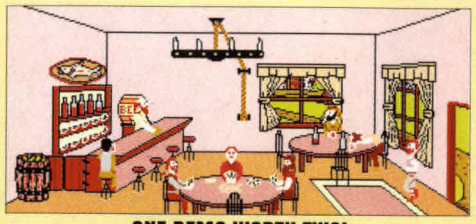
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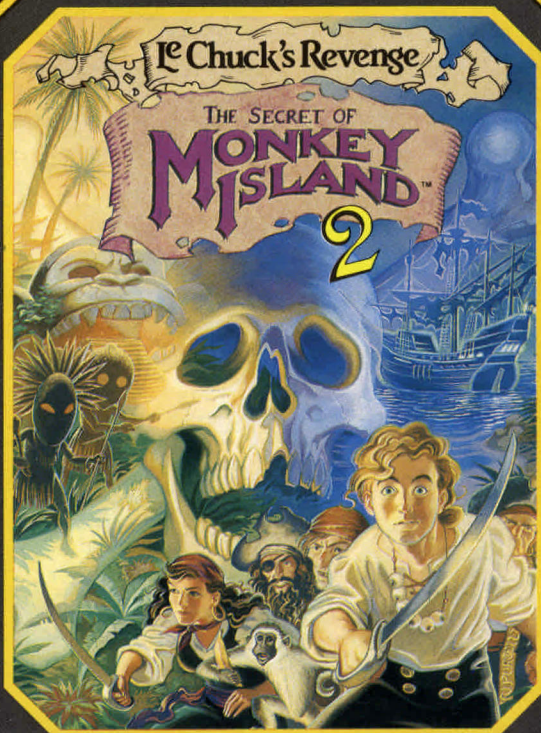
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Screenshot from PC

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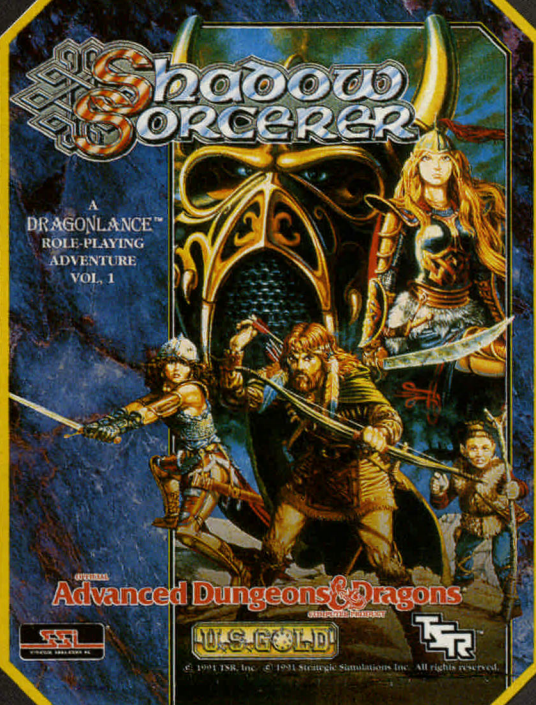
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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366

Pegasus



Screen shots
from Amiga
Version.



WING YOUR WAY TO VICTORY AGAINST SATAN'S HORDES

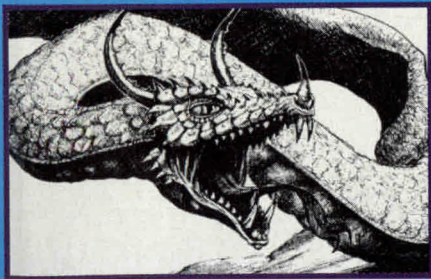


Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.

Satan has travelled the five planes of existence and shattered the magical crystals which hold the souls of the incarnations of each plane. Satan now has ultimate rule over the planes and entire mortal world. You are Percius, and with your winged companion Pegasus your mission is to collect all the fragments of the crystals and revive the incarnations.

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LOTUS 2: EXCLUSIVE REVIEW!

Action Packed!



News6

Up to the moment news on what's happening on the Amiga scene. We preview soon-to-be-released games and give you the lowdown on their development.



Super Leagues16

We've compiled the most informative and comprehensive set of games charts that you could ever hope to see. If there's a game that you're thinking of checking out then look no further.



Action Cover Disk18

Amiga Action has two special coverdisks on this month's issue. First of all we have a massive playable demo of Maddog Williams from Gamecrafters. The second disk includes playable demos of the arcade puzzle game Supaplex and the strategic Battle Isle from UbiSoft.



Boggit's Domain25

If adventures are your love and you're having a few problems with your favourite game then your best bet is to ask the Boggit. You can guarantee that he'll have some of the answers, if not all.



In Progress Special34

We take sneak previews of U.S. Gold's The Godfather and Daemonsgate from Gremlin. We also take a look at what Empire and the French company UbiSoft have currently got in the pipeline.



Flying High With Philips Compo.52

This month's compo winner has the enviable reward of taking the controls of a plane with a flying lesson at their local airfield. This mega prize is brought to you courtesy of Philips and Microprose/Microstyle.



Giving the Game Away74

The GTGA section keeps on improving with the new-look Small Tips. This month we guide you through levels Five to Seven of Warzone, the first five missions of Core's Thunderhawk as well as giving some useful hints and tips on Battle of Britain by Lucasfilm.



Demos.....110

The excellent demos we have received over the last month have allowed us to run the feature over two pages once again.



Late Kick Off.....117

To cover those games that didn't quite make the issue deadline we offer you a little summary just to whet your appetite. If we believe that they deserve another more in-depth review they will be given the full treatment in the next issue.



Tech - Spec119

Here we take a look at Quarterback, one of the most powerful and versatile hard disk PD utilities.

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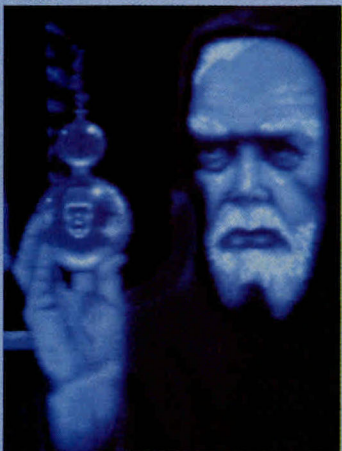
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CAPTURING THE FLAG

North-Hearn the Terrible is one of the last remaining wizards and his existence is really boring. So one day, in an attempt to make things a little more interesting, he conjured up Deskworld, a small land with a set of boundaries and two populated villages. To amuse himself he decided that every 20 years these two villages would have to fight it out to the death until one of the two captures a flag from the other.



Poor old North-Hearn is a boring chap. His house is dreary and his clothes are from the sixties. Maybe a good battle will liven him up a little.

The winners would be allowed to live in peace for the next 20 years – but the losers would have the horrible task of serving North-Hearn and doing every one of his menial household chores.

In your role as a prominent figure of one of the villages it is up to you to make sure that your side wins in this arcade strategy game. It is quite similar to Populous but a lot more strategic, and if you want to try it out for yourself, you're going to have to wait until early 1992 when it'll be released at the grand sum of £25.99.



By using all the resources at your disposal you must somehow overcome the opposing village. Why not send out some assassins to burn the buildings to the ground. In this game anything goes.

006
AMIGA
ACTION

HAPPY BIRTHDAY TO YOU!

Although it doesn't seem it, it's been two years since Ian Stewart bought up Gremlin and since that day they haven't looked back. But the guys at Gremlin won't be resting on their laurels after their string of top games. The winter will see yet another load of smash hits and here's what you can expect to be treated to.



Above right) Although *Suspicious Cargo* is an adventure there are a few arcade sequences. These don't really play a prominent part in the game but are there to break it up a bit.

Above) While you explore the game you'll bump into a few NCPs and get a small cameo of them at the top of the screen.



LOADSA CARGO

Suspicious Cargo should be the first game to be released, and it should be a treat for all the adventure fans among you. However, although the game is icon driven, like most adventures these days, the programmers have tried to retain the standards of the old Infocom adventures and not adversely affect playability due to the icon driver.

There are over 30 icons used to control the game, but it is still easy to use and you don't spend ages searching for the appropriate icon. But if you're an old stick in the mud you can get to work on the keyboard and type in your commands. Expect the game around October at £25.99.



Above) Aaaa! Don't all those toys take you back to your childhood days? Let's just hope that there isn't an equally large brat waiting to pull your legs off.

Left) If being a Harlequin in search of a clock's broken heart isn't surreal enough, maybe jumping around these giant cards is more your cup of fish!



PLATFORMING IN FANCY DRESS

At around the same time as *Suspicious Cargo*, *Harlequin* should be arriving. In his chequered outfit he'll jump onto your monitor screen and knock your socks off in this colourful platform game.

Playing the part of the Harlequin you must make your way through numerous levels in search of segments of Chimerica's broken heart. But who is this Chimerica? His girlfriend? His wife? No! Just a giant clock he used to play inside when he was young.

Using only his acrobatic skills to help him he must make his way up to the very heavens themselves in this desperate mission to set his childhood clock going again. Again the game will hit the streets in October priced £25.99.



Get off your horse and drink your milk! Fortunately, *Video Kid* doesn't need a horse as the clever chap can fly.

SQUARE EYES

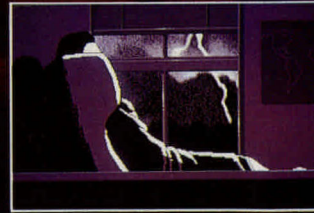
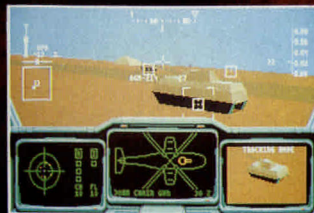
What do you spend most of your free time doing (when you're not playing your Amiga of course)? Well, the answer has to be watching the old box. But in *Video Kid* you've pushed your luck too far, and because you've spent so much time glued to the TV set the inhabitants of this 2-D world have pulled you in to attempt to turn you into one of them.

Guide *Video Kid* through five levels fighting hordes of TV characters with nothing better to do than blow you away. Keep your square eyes open in December for this one at £25.99.



THUNDERHAWK

AH-73M



As an elite member of 'MERLIN' you will be employed specifically to defuse crisis situations around the world without provoking full scale war. Control Thunderhawk in what is proclaimed to be "The fastest 3D graphic system to appear on any home computer".

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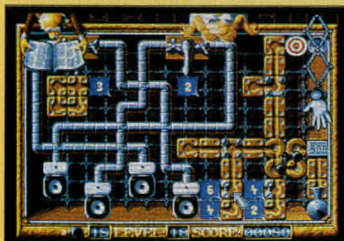
SIDE LINERS

NEWS

THE BOSTON BOMBERS

Palace are on the verge of releasing another puzzle game for all you logical freaks out there. Within Boston Bomb Club you play the part of one member of a group of mad scientists that are attempting to develop the ancestor of the computer puzzle game.

With all the action taking place on the top of a billiard table, you'll have to work some pretty weird contraptions through 30 levels of brain teasing fun that will gradually become extremely difficult. Boston Bomb Club should be released in mid-October at £25.99.



Brainy games are all the thing nowadays, and people just can't seem to get enough of them. A good job companies like Palace are making loads for you.

SUPER MIG TO THE RESCUE

The MiG-29M Super Fulcrum is the Soviet's most advanced aircraft to date. A top secret project being developed by the Mikoyan aircraft design company, little information has been released about the aircraft and certainly no Westerner has been allowed to set eyes on it.

Now you can experience it on your own computer screen, and in the comfort of your own home.

Whether or not the game will take over the flight sims' top spot is not known as the game has still got a long way to go in development, and all we've seen is a few piccies like the one below, but judging by the one shown it should look very nice.

All you've got to do now is hang around until September, when the game should be available at £39.99.



The MiG-29 homes in on its target, and it won't be long before it blows the unfortunate craft out of the skies. It's a good job you're the one in the MiG.

THE STREETS OF SAN FRANCISCO



(Left) Those roads bend. Left and right, up and down - you're going to need some quick reflexes if you want to stay on the road, and in the race!

Dive into your 6.6 litre American patrol car and prepare for a sample of some real speed and power. Remember, you're not the only one in the race.

From the day it was released it was a forgone conclusion that TMHT was going to be a hit, and sure enough it was.

It ended up being the biggest selling game ever, and at this very moment it is still doing very well in the software charts.

Turtles II is a conversion of the equally popular arcade game which stormed the arcade over Christmas, and if everything goes according to plan the Amiga version will look virtually identical.

Turtle fans can choose any of the four Turtles to use as they attempt to save April and Splinter from the clutches of the Foot Clan and Shredder himself.

But don't worry, BeBop and Rocksteady will be making an appearance as well, just to make things a little bit harder! Check out this Image conversion in November at somewhere in the region of £25.99.

REVENGE OF THE TURTLES

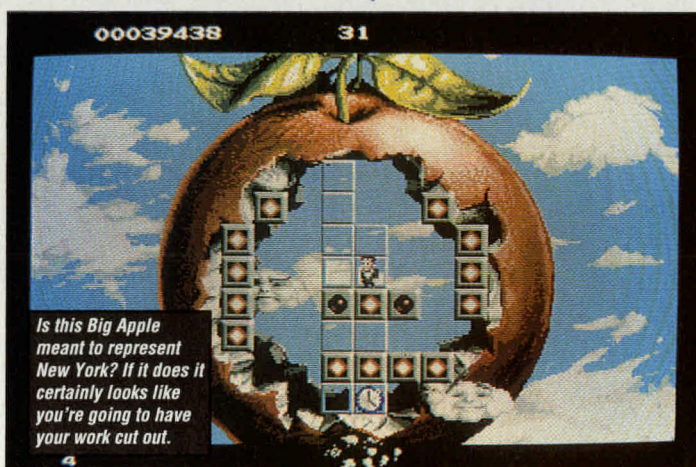


Leonardo walks cautiously forward ready for trouble at any second. But what I want to know is what he is doing with Donatello's bo stick.

Oh no! Foot soldiers. But if you think they're tough wait until you get a load of the other guys that you'll be meeting.



BACK TO SQUARE ONE



Is this Big Apple meant to represent New York? If it does it certainly looks like you're going to have your work cut out.

Dr. Devious, the world renowned abstract scientist, has gone insane! No one really minded when wild geometric cloud formations appeared over his laboratory, however, there were a few objections when the Pentagon became a square and the Kremlin was cubed.

Dr. Devious' obsession stems back to his acquisition of a cubist painting by Picasso.

He was so inspired by this painting that his love for geometric forms became obsessive.

A sinister idea leapt into his mind. He would invent a machine that could cube the Earth!

Devious Designs will be out in October for the Amiga at just £25.99 so get your logic chips ready for a challenge.

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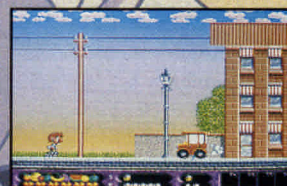
Rolling Ronny



AMIGA SCREEN
SHOTS SHOWN



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SIDE LINERS

THE GROOVY GRAVIS

One peripheral that the shops are never short of is the trusty joystick. There's hundreds of them to choose from but which is the best one for you? Well, Spectravideo might have come up with the answer in the form of the Gravis.

Although it hasn't yet been tried over here, the Gravis has already made quite an impact in the States (which is no easy thing) with it coming top of numerous magazine joystick tests. It has even been compared to the UK joysticks and still came through with flying colours.

However quality comes at a price, and the price is £40. So if you need a new joystick and have £40 lying around wasting good pocket space then check out the groovy Gravis from all good computer shops.



Is this the joystick to beat all others? I would certainly hope so at £40.

VULTURE COMES IN TO LAND

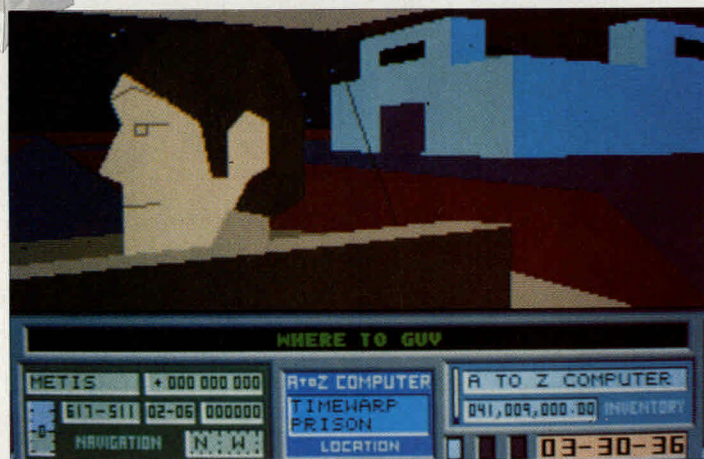
Just when things were looking good for you, the spirit of your Wizard father has instructed you to bring greatness back to your down-trodden people. He will lead you in 100 tasks, culminating in the defeat of the evil lord who is at the bottom of all this trouble and on your journey through this adventure you will become the Seigemaster by learning the art of siegecraft.

Seigemaster brings the 3-D isometric viewpoint to the genre of fantasy role playing games (yeah, right!) and will be available in late September at £25.99.



Control up to 10 characters in this arcade RPG-type game, via the mouse with an easy to use icon system.

RESURRECTION NOVAGEN



Above) There aren't so many ships in Mercenary III as the original, so if you want to get anywhere you'll have to catch a taxi.

Right) What's this, the Wheel of Fortune? Well there's gambling involved but the betting is a bit out of my bracket!

Far right) At last you manage to get your hands on a spacecraft of your own.



It's been a long time since Novagen have made an impact on the market, but soon they will be smashing their way back in with the coveted release of Mercenary III. Programmed by the famous Paul Woakes who was also responsible for the original classic Mercenary, the game looks to be just as amazing and with a lot more to offer.

As usual Paul's game has a number of solutions, but this time there are numerous characters to interact with. But be careful because they have very different individual characteristics, and if you aren't nice to them they could express their feelings in a pretty nasty way.

The price and release date haven't been confirmed as yet.

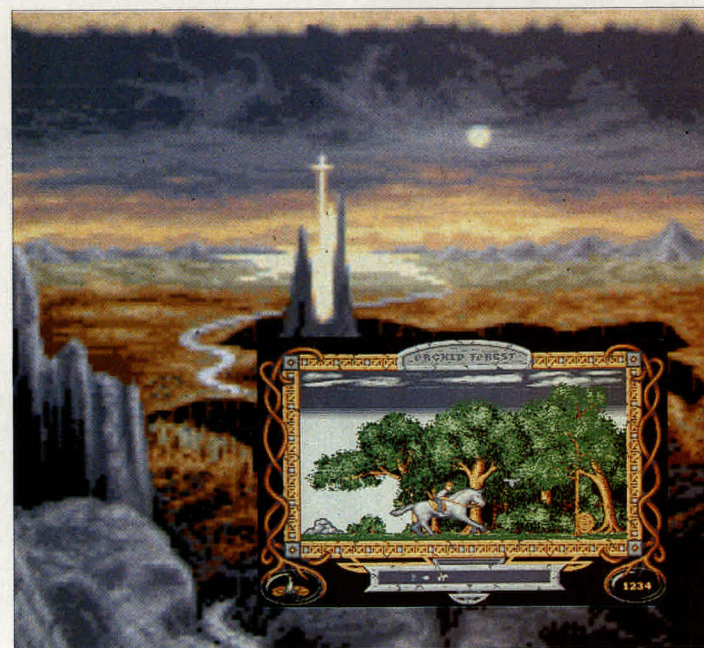


Whatever your taste in action games one of the two that will shortly be released by Linel should appeal to you. The first on the agenda is an action shoot'em-up called Necronom. Although it is just another blast anything in sight game, it does boast some pretty amazing stuff. Set over 32 levels the game allows 48 colours to be used on the screen at once and puts you up against 300 different types of aliens.

Right) Now that's what I call firepower. There's a whole load of weapons for you to collect and you'll need most of them if you're going to survive for very long.

Inset right) Oo-er! That enemy craft is quite a lot larger than yours and those lasers don't look too inviting. If I were you I'd get out of its way rather quickly

LINEL LINE THE WAY



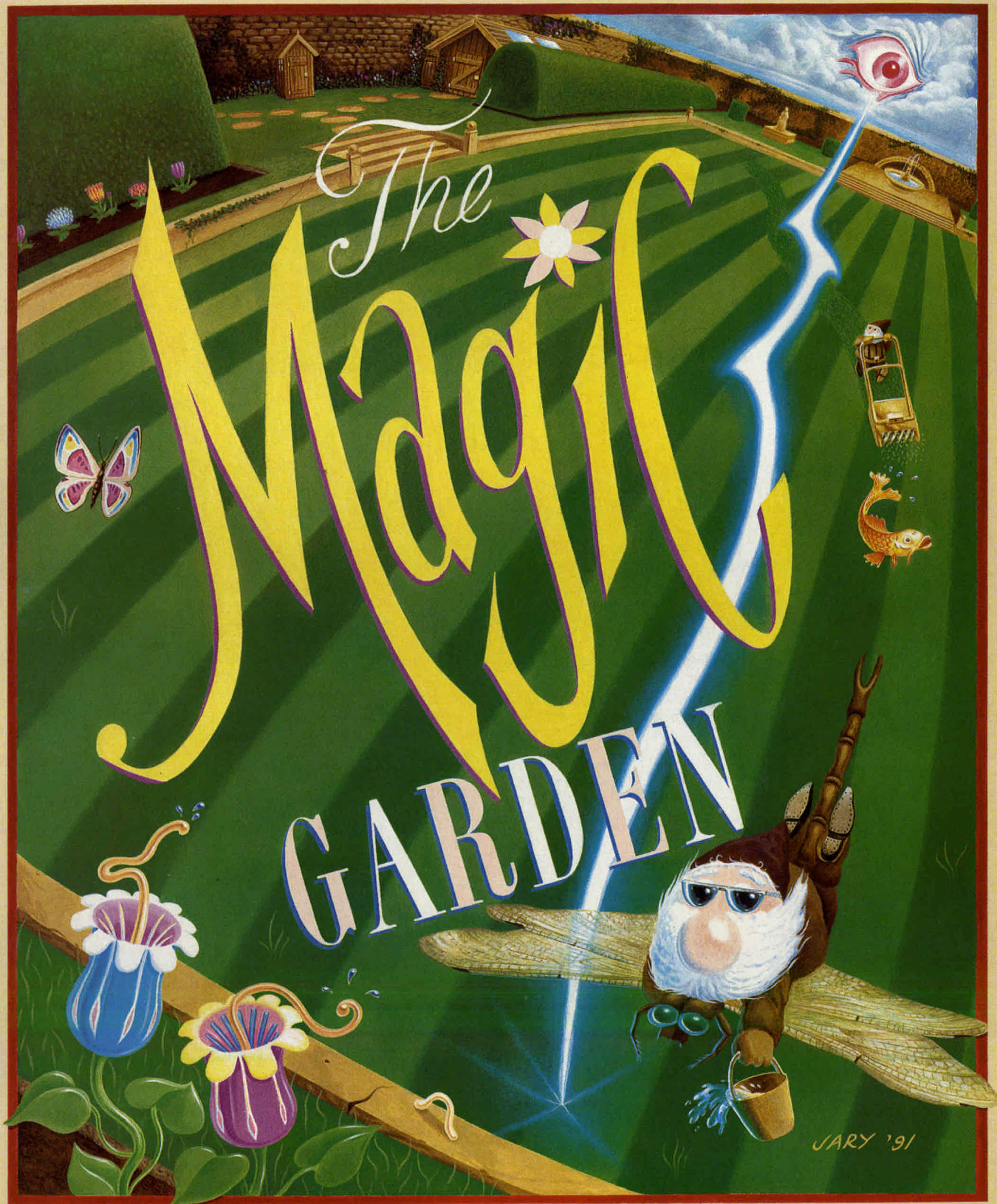
On the other hand, if you're fed up with shoot'em-ups now and fancy something a little different, then Neverending Story II is the game for you. Although the game is still filled to the brim with action it doesn't require you to just pump away on the fire button for hours on end.

There are six levels to play, with each one following the film's story line very closely. Jumping, climbing and riding you must decide how this story will end.

Neither the price nor release date have been set for Necronom or Neverending Story II.

Left) The make believe land of Phantasia looks very nice indeed, But it holds all manner of horrible creatures that are out to get you.

Inset left) The best way to get through Orchid Forest is by horse. You'll need to be a good rider or you'll find yourself biting the dust a few times.



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 - Find the naughty gnome's home.
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SIDE LINERS

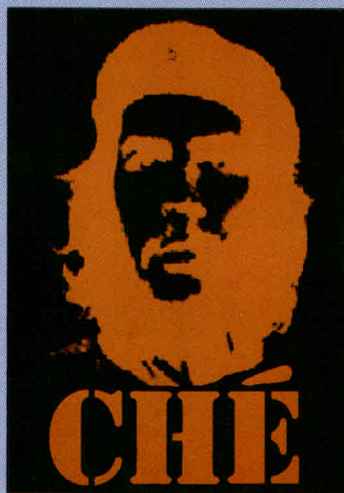
GUERRILLAS IN CCS

Guerilla in Bolivia is the new strategy simulation by CCS.

The game is inspired by the diaries of Che Guevara, which were kept during the campaign and started on November the 7th, 1966 in Camiri.

Leading a guerilla troop is a dangerous and demanding challenge. You must take on government troops and manage the daily survival of your followers.

Get ready for some action shortly when it will be released for the sum of £24.99.



BEING A LITTLE MORE CIVIL

Following in the wake of the mighty Railroad Tycoon, Civilization promises to offer some extremely original and addictive gameplay.

Starting in the year 4000 BC the player must develop an entire civilisation from a small nomadic tribe. As the original tribe grows, smaller groups can be sent out in order to seek new peoples, territories and trades.

The aim will be to survive the early stages through to the present and then to the future. Players will encounter problems representative of a certain era, including issues such as nuclear and re-usable energy in modern times.

Get prepared for the game in the new year when it will be retailing at £39.99.



TACKLING THE PROBLEM



(Left) If you like rugby, but aren't quite tough enough to play it for real, then this is the game for you. The worse you can come off with is a sprained wrist.



(Right) Can this revamp of the old classic be a winner? Many have tried to do the same thing before and failed. Only our review next month will be able to tell you.

TILTING TRADERS



If you like trading games but get naffed off with the rows and rows of figures, then Traders is going to be like a breath of fresh air, because there aren't any.

We thought that we'd covered all of Linel's newcomers this month, but these two popped in just at the last second. The first is Tilt, a new mega addictive (supposedly!) puzzle game to beat all others. As usual the game idea is pretty basic and all you've got to do is guide a sphere through a labyrinth.

The next one is Traders, something for the more intellectual games player. Up to four players can take part in the action at once, but you need a joystick adaptor for



Another day, another puzzle game. But Linel reckon this is going to be the puzzle game to beat all others. We'll just have to wait and see.

the third and fourth players. Linel also promise that there aren't going to be tons of figures to get in the way of gameplay.

As of yet there aren't any release dates or prices, but they should be out before Christmas.

FORMULA 3(D)

Microprose have got a pretty good name for themselves over the years, and when a simulation is released by them nowadays you can pretty well be certain that it's going to be a top rate one. But most of their sims are military, especially planes. So it's nice to see that they're releasing a racing game, and a bloody nice looking one it is at that.

Just have a look at the pics below, then ask yourself if you've seen any racing game of this genre that looks better.

And if you think that it's going to be let down by it's animation then you're wrong as we've seen it moving and it's superb.

The game is also extremely real-to-life in its detail. The chap responsible for the programming has actually designed the courses to be the same as the world's best circuits in every way - down to the trees around the edges.

But the best news is that the game is going to have a serial link which no racing game of today should be without.

So if you're a racer who's after a realistic challenge that's breaks new boundries, start saving up for Grand Prix as it'll be here in November at £34.99.

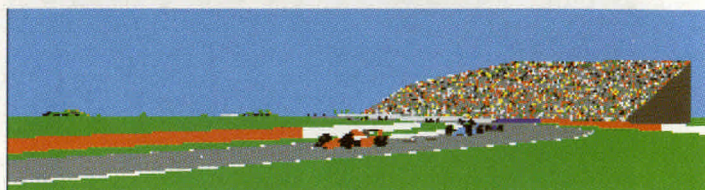


This is where you'll be at the beginning, but can you get to the front of the pack by the end of the race? Well, there's only one way to find out.



Although you have to drive extremely fast in Grand Prix, make sure you don't go over the top. If you do you might just end up in the side of this bridge.

(Below) There are plenty of views that can be used to watch the race. But it's a bit hard to drive when your viewpoint is outside the car!



MAGIC POCKETS

THE BITMAP BROTHERS

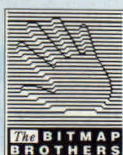


They've nicked his bike.
They've whipped his helmet.
This time they've gone too damn far...

NO ONE MESSES WITH THE BITMAP KID

features:

stacks of levels • heaps of weapons • swarms of intelligent nasties
bonus games • secret rooms • loads and loads of power-ups



C1, Metropolitan Wharf, Wapping Wall, London E1 9SS
© 1991 The Bitmap Brothers. Published by Renegade



DARKMAN



Peyton Westlake was left for dead... Darkman now lives. With the ability to take on the appearance of anyone he chooses, he has sworn to avenge his would-be assassins whose evil exploits have left him hideously disfigured. Now you take on the role of **Darkman** - master the technology of his disguising system - enter the gang of mobster Robert G. Durant and conquer them from within.

Live through all the high spots of the movie - the breathtaking helicopter fight sequence - the skyscraper shoot-out - dice with death as you are plunged, swinging into the heaving freeway traffic.

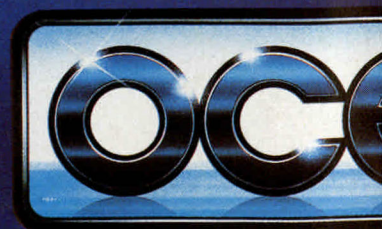
Darkman lives... but not for long?!

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IBM / AMSTRAD PC
& COMPATIBLES**



The strangest things
the experiences you
Elf. Your magic ring
tread deeper into the
castle guards, low-life
get-smart campaign
but these rivet-h
cantankerous, tricky
creatures and devils
your gnostic powers
game features allow
Numerous secret are
help you with your q
your own ghost may



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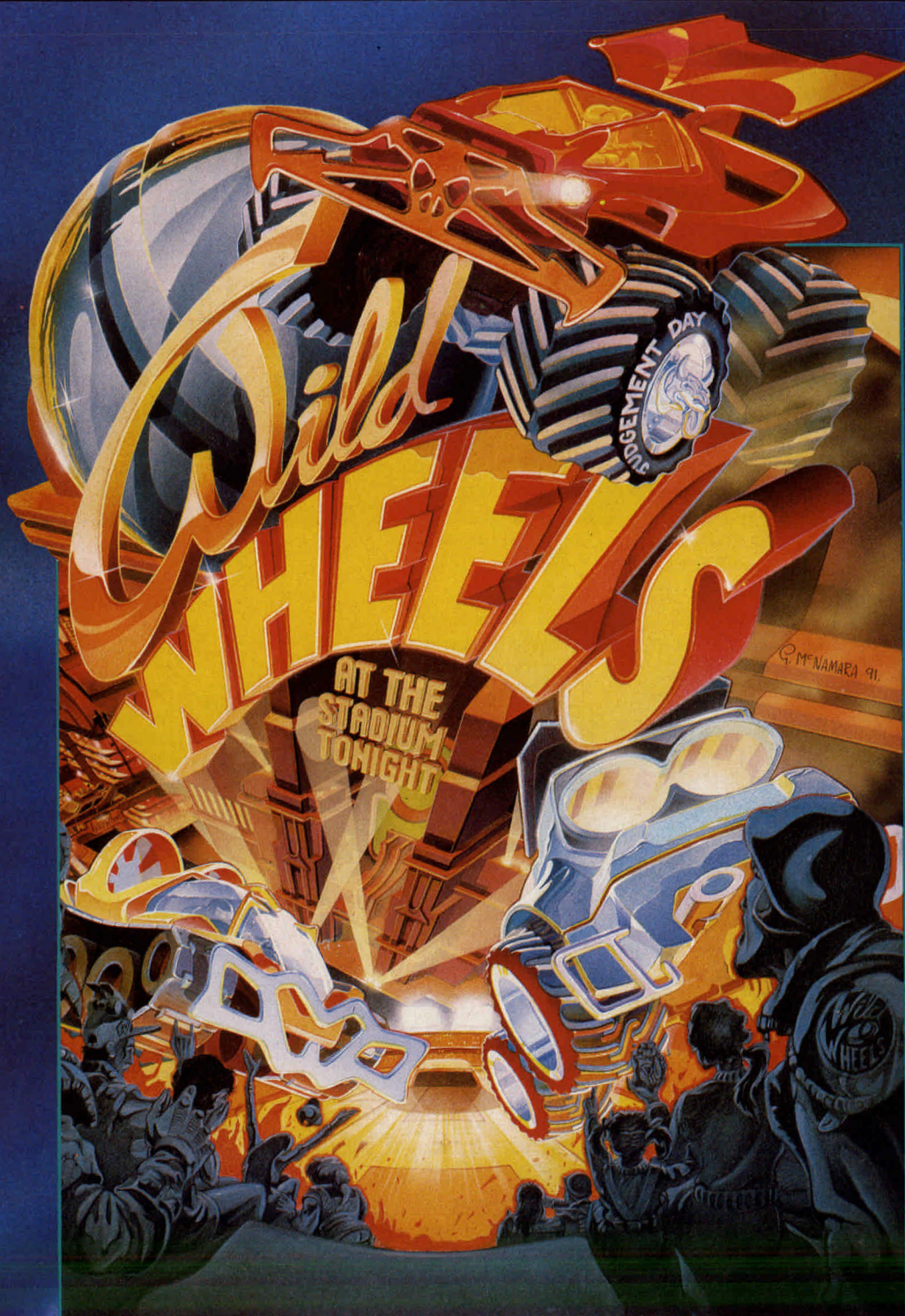


happen in fairy tales - but nothing so strange as
 will encounter on your travels as **Cornelius the**
 can cast many spells, increasing in power as you
 mystical lands of gooks and goblins. Even the
 beings with the IQ of a cold-steel rivet, are on a
 They may seem a little backward to start with,
 aded, bovver-bullies will soon become
 dickies if you let them. Many weird, villainous
 us puzzles test your game-play technique and
 You can even control some of the background
 ng you to get to where you think you should be.
 is lie deep within the forest where vital clues can
 est, but beware...

materialise to haunt you!



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My head is thumpin', and my heart is pumping the adrenalin around every vessel of my hyper-tense body - the 'driving unit', that will be shoe-horned, wedged like a Colt 45 into its holster, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.

"Wild Wheels" they call us. Combatants who play a "game" - a game where there are two ways to lose... down on points or down on fuel - the fuel of life! And our "kit" for action are the finely honed masterpieces of engineering... machines that will pole-axe the opposition, melt them, crush them, detonate them into a million white-hot, speeding grains of shrapnel. The 'kit of death' where many of us will experience our last, final, blinding flash. Now, in the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanoid beast, its engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - "GAME OVER!"

But that's just half the game story. Now **YOU** enter the arena... **ENJOY THE SHOW!**

ATARI ST / CBM AMIGA
IBM / AMSTRAD PC
& COMPATIBLES

A - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

R - These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Cruise for a Corpse **A**
- 2 Indiana Jones, Last Crusade **A**
- 3 Secret of Monkey Island **A**
- 4 Space Quest series **A**
- 5 Leisure Suit Larry series **A**
- 6 King's Quest series **A**
- 7 Maniac Mansion **A**
- 8 Elvira - Mistress of the Dark **A**
- 9 Trial by Fire **A**
- 10 Operation Stealth **A**
- 11 Zak McKracken **A**
- 12 Maddog Williams **A**
- 13 Zork Trilogy **A**
- 14 Wonderland **R**
- 15 Hitchhikers Guide to the Galaxy **R**
- 16 Planetfall **R**
- 17 Guild of Thieves **R**
- 18 Demoniak **R**
- 19 Stationfall **R**
- 20 Codename: Iceman **R**
- 21 Conquests of Camelot **R**
- 22 Lurking Horror **R**
- 23 Future Wars **R**
- 24 Ultima series **R**
- 25 Police Quest series **R**
- 26 Loom **R**
- 27 Manhunter series **R**
- 28 Deja-Vu 1 & 2 **R**
- 29 Shogun **R**
- 30 Spellbreaker **R**
- 31 Wishbringer **R**
- 32 Chronoquest series **R**
- 33 Enchanter **R**
- 34 Sorceror **R**
- 35 Beyond Zork **R**
- 36 Zork Zero **R**
- 37 Suspect **R**
- 38 Beurocracy **R**
- 39 Deadline **R**
- 40 Time **R**
- 41 Infidel **R**
- 42 Corruption **R**
- 43 Fish **R**
- 44 Jinxter **R**
- 45 The Pawn **R**
- 46 Suspended **R**
- 47 Leather Goddesses of Phobos **R**
- 48 Times of Lore **R**
- 49 Colonel's Bequest **R**
- 50 Goldrush! **R**

ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master **A**
- 2 Chaos Strikes Back **A**
- 3 Captive **A**
- 4 Cybercon III **A**
- 5 Hunter **A**
- 6 Corporation & Mission Disk **A**
- 7 Eye of the Beholder **A**
- 8 Cadaver **A**
- 9 Hero Quest & Data Disk **A**
- 10 Xenomorph **A**
- 11 Elf **A**
- 12 Rocket Ranger **A**
- 13 It Came... & Ant Head **A**
- 14 Horror Zombies from the Crypt **A**
- 15 Unreal **A**
- 16 Kult **A**
- 17 Mean Streets **A**
- 18 Shadow of the Beast II **A**
- 19 Prince of Persia **A**
- 20 Obitus **A**
- 21 Crystals of Arborea **A**
- 22 Voodoo Nightmare **A**
- 23 Zombi **A**
- 24 Ninja Remix **A**
- 25 Colorado **A**
- 26 Bloodwych & Data Disks **A**
- 27 Gold of the Aztecs **A**
- 28 Escape from Colditz **R**
- 29 Shadow of the Beast **R**
- 30 B.A.T. **R**
- 31 The Simpsons **R**
- 32 Death Trap **R**
- 33 Treasure Trap **R**
- 34 The Immortal **R**
- 35 Infestation **R**
- 36 Resolution 101 **R**
- 37 Neuromancer **R**
- 38 Ran Xerox **R**
- 39 Batman - The Caped Crusader **R**
- 40 Wierd Dreams **R**
- 41 Sir Fred **R**
- 42 Heroes of the Lance **R**
- 43 Stormlord **R**
- 44 Thunderbirds **R**
- 45 Ghostbusters 2 **R**
- 46 Nightbreed (Interactive) **R**
- 47 Omnicron Conspiracy **R**
- 48 Chaos in Andromeda **R**
- 49 Badlands Pete **R**
- 50 Space Ace **R**

ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elite **A**
- 2 Armour-Geddon **A**
- 3 Flames of Freedom **A**
- 4 Midwinter **A**
- 5 Starglider 2 **A**
- 6 The Killing Cloud **A**
- 7 Interphase **A**
- 8 Dragon's Breath **A**
- 9 Iron Lord **A**
- 10 Pirates **A**
- 11 Millenium 2.2 **A**
- 12 Damocles & Mission Disk **A**
- 13 Covert Action **A**
- 14 Lords of the Rising Sun **A**
- 15 North and South **A**
- 16 Narco Police **R**
- 17 Star Control **R**
- 18 Moonfall **R**
- 19 Time Machine **R**
- 20 Magic Fly **R**
- 21 Starflight **R**
- 22 Space Rogue **R**
- 23 Eco Phantom **R**
- 24 Swords and Galleons **R**
- 25 Carthage **R**

STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger **A**
- 2 Utopia **A**
- 3 Mega lo Mania **A**
- 4 Genghis Khan **A**
- 5 SimCity & Terrain Editor **A**
- 6 Supremacy **A**
- 7 Bandit Kings of Ancient China **A**
- 8 Populous & Promised Lands **A**
- 9 Railroad Tycoon **A**
- 10 Centurion - Defender of Rome **A**
- 11 Breach 2 **A**
- 12 Harpoon **A**
- 13 Murder **A**
- 14 Laser Squad **A**
- 15 Breach **A**
- 16 Paladin **A**
- 17 Deuterios **A**
- 18 Warlords **A**
- 19 Gettysburg **A**
- 20 Armada **A**
- 21 Borodino **A**
- 22 Risk **A**
- 23 Battle Chess II **A**
- 24 Battlemaster **A**
- 25 Moonbase **A**

PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 Magic Pockets **A**
- 2 Nebulus II **A**
- 3 Gods **A**
- 4 Switchblade 2 **A**
- 5 James Pond **A**
- 6 Rainbow Islands **A**
- 7 Switchblade **A**
- 8 Rick Dangerous 1 & 2 **A**
- 9 Toki **A**
- 10 Chuck Rock **A**
- 11 Brat **A**
- 12 P.P. Hammer **A**
- 13 Rolling Ronny **A**
- 14 Flood **A**
- 15 New Zealand Story **A**
- 16 Viking Child **A**
- 17 Night Shift **A**
- 18 Ghouls'n'Ghosts **A**
- 19 Prehistorik **A**
- 20 Navy Seals **R**
- 21 Edd the Duck **R**
- 22 Kid Gloves **R**
- 23 Car - Vup **R**
- 24 Little Beau **R**
- 25 Impossamole **R**

PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Lemmings **A**
- 2 Chips Challenge **A**
- 3 Pipemania **A**
- 4 Klax **A**
- 5 Tetris **A**
- 6 Blockout **A**
- 7 Welltris **A**
- 8 Ishido **A**
- 9 Puzznic **A**
- 10 Nevermind **A**
- 11 E-Motion **A**
- 12 Trivial Pursuit **A**
- 13 Atomino **R**
- 14 Logical **R**
- 15 Brain Blasters **R**
- 16 Monopoly **R**
- 17 Gem'X **R**
- 18 Atomix **R**
- 19 Revelations **R**
- 20 Pick'n'Pile **R**
- 21 Quadrel **R**
- 22 Loopz **R**
- 23 Spindizzy Worlds **R**
- 24 Jumping Jackson **R**
- 25 Clown'o'Mania **R**

Super League

BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be violent.

- | | | |
|----|----------------------|---|
| 1 | Last Ninja III | A |
| 2 | Final Fight | A |
| 3 | IK+ | A |
| 4 | Torvak the Warrior | A |
| 5 | Budokan | A |
| 6 | Panza Kick Boxing | A |
| 7 | Oriental Games | A |
| 8 | After the War | A |
| 9 | Golden Axe | R |
| 10 | Vigilante | R |
| 11 | Ninja Warriors | R |
| 12 | Wrath of the Demon | R |
| 13 | Shadow Warriors | R |
| 14 | Sword of the Soden | R |
| 15 | Metal Mutant | R |
| 16 | Chambers of Shaolin | R |
| 17 | Metal Masters | R |
| 18 | Black Tiger | R |
| 19 | Skull and Crossbones | R |
| 20 | Darkman | |
| 21 | Dynasty Wars | |
| 22 | Full Contact | |
| 23 | TMHT | |
| 24 | DinoWars | |
| 25 | Nightbreed (Arcade) | |

BAT 'N' BALL



If rebounding a projectile off a bat excites you then the Bat 'n' Ball League is the place to look.

- | | | |
|----|-----------------------------|---|
| 1 | Arkanoid 2 - Revenge of Doh | A |
| 2 | Light Corridor | A |
| 3 | Shufflepuck Cafe | A |
| 4 | Arkanoid | A |
| 5 | Krypton Egg | R |
| 6 | Lords of War | R |
| 7 | Botics | |
| 8 | Titan | |
| 9 | Ballistix | |
| 10 | Impact | |

LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- | | | |
|----|------------------------------|---|
| 1 | M1 Tank Platoon | A |
| 2 | Silent Service II | A |
| 3 | Team Yankee | A |
| 4 | Silent Service | A |
| 5 | Sherman M4 | A |
| 6 | Operation Spruance | R |
| 7 | Conqueror | R |
| 8 | Advanced Destroyer Simulator | R |
| 9 | Red Storm Rising | R |
| 10 | 688 Attack Sub | R |

SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucketfuls of blasting everything in sight.

- | | | |
|----|----------------------------|---|
| 1 | Xenon 2 - Megablast | A |
| 2 | Blood Money | A |
| 3 | Amnios | A |
| 4 | Swiv | A |
| 5 | Killing Game Show | A |
| 6 | Z-Out | A |
| 7 | Turrican 2 | A |
| 8 | X-Out | A |
| 9 | Turrican | A |
| 10 | Silkworm | A |
| 11 | Warzone | A |
| 12 | Atomic Robo-Kid | A |
| 13 | Simulcra | A |
| 14 | Strider II | A |
| 15 | Stellar 7 | A |
| 16 | Battle Squadron | A |
| 17 | R-Type | A |
| 18 | Venus | A |
| 19 | Midnight Resistance | A |
| 20 | R-Type II | A |
| 21 | The Executioner | A |
| 22 | Pegasus | A |
| 23 | Armalyte | R |
| 24 | Mercs | R |
| 25 | Line of Fire | R |
| 26 | Operation Wolf | R |
| 27 | Shadow Dancer | R |
| 28 | Gauntlet 3 | R |
| 29 | Super Skweek | R |
| 30 | Battlestorm | R |
| 31 | Alien Storm | R |
| 32 | Robocop 2 | R |
| 33 | Baal | R |
| 34 | Operation Thunderbolt | R |
| 35 | Warlock the Avenger | R |
| 36 | Xenon | R |
| 37 | Anarchy | R |
| 38 | StarRay | R |
| 39 | Predator II | R |
| 40 | Ghost Battle | R |
| 41 | Frenetic | R |
| 42 | Escape From Robot Monsters | R |
| 43 | The Spy Who Loved me | R |
| 44 | Total Recall | R |
| 45 | Back to the Future 3 | R |
| 46 | Menace | R |
| 47 | Saint Dragon | R |
| 48 | U.N. Squadron | R |
| 49 | Vaxine | R |
| 50 | Dan Dare II | R |

FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- | | | |
|----|-------------------------------|---|
| 1 | Flight of the Intruder | A |
| 2 | Falcon & Mission disks 1 & 2 | A |
| 3 | Thunderhawk | A |
| 4 | F-19 Stealth Fighter | A |
| 5 | Battle of Britain & Data disk | A |
| 6 | Fighter Bomber | A |
| 7 | Battlehawks 1942 | A |
| 8 | F-16 Combat Pilot | A |
| 9 | Gunship | A |
| 10 | Pro Flight | A |
| 11 | Interceptor | R |
| 12 | Flight Simulator 2 | R |
| 13 | MiG - 29 Fulcrum | R |
| 14 | F-15 Strike Eagle II | R |
| 15 | A-10 Tank Killer | R |
| 16 | F-29 Retaliator | R |
| 17 | Tower Fra | R |
| 18 | Wings | R |
| 19 | Skychase | R |
| 20 | F-15 Strike Eagle | R |

RACING



If it's hairing around a race track at over 100mph that turns you on then look no further.

- | | | |
|----|------------------------------|---|
| 1 | Lotus Turbo Challenge II | A |
| 2 | Supercars 2 | A |
| 3 | Stunt Car Racer | A |
| 4 | Outrun Europa | A |
| 5 | Lotus Esprit Turbo Challenge | A |
| 6 | Team Suzuki | A |
| 7 | Toyota Rally | A |
| 8 | Nitro | A |
| 9 | Super Cars | A |
| 10 | Indianapolis 500 | A |
| 11 | Super Monaco GP | A |
| 12 | Test Drive 2 | A |
| 13 | Lombard RAC Rally | A |
| 14 | Super Hang-On | A |
| 15 | Combo Racer | A |
| 16 | Hard Drivin' II | R |
| 17 | Jupiter's Masterdrive | R |
| 18 | Off Road Racer | R |
| 19 | Badlands | R |
| 20 | RVF Honda | R |
| 21 | Grand Prix Circuit | R |
| 22 | Turbo Outrun | R |
| 23 | Hard Drivin' | R |
| 24 | The Cycles | R |
| 25 | Chase HQ 2 | R |

ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

- | | | |
|----|-----------------------------|---|
| 1 | Might and Magic II | A |
| 2 | Secret of the Silver Blades | A |
| 3 | Death Knights of Krynn | A |
| 4 | Champions of Krynn | A |
| 5 | Bard's Tale III | A |
| 6 | Bard's Tale II | A |
| 7 | Star Flight | A |
| 8 | Legend of Faerghail | R |
| 9 | Buck Rogers | R |
| 10 | Mega Traveller 1 | R |

SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

- | | | |
|----|--------------------------------|---|
| 1 | Kick Off 2 | A |
| 2 | Jimmy White's Snooker | A |
| 3 | Speedball 2 | A |
| 4 | Speedball | A |
| 5 | TV Sports Football | A |
| 6 | Pro Tennis Tour 2 | A |
| 7 | Tennis Cup | A |
| 8 | Games: Summer Edition | A |
| 9 | PGA Tour Golf | A |
| 10 | Manchester United - Europe | A |
| 11 | Master Blazer | A |
| 12 | R.B.I. Two Baseball | A |
| 13 | California Games | A |
| 14 | Microprose Soccer | A |
| 15 | Fiendish Freddy's Top of Fun | A |
| 16 | World Class Leaderboard | A |
| 17 | International Soccer Challenge | A |
| 18 | TV Sports Basketball | A |
| 19 | Pro Tennis Tour | A |
| 20 | Jahangir Khan Squash | R |
| 21 | Grand Monster Slam | R |
| 22 | Disc | R |
| 23 | Zany Golf | R |
| 24 | World Games | R |
| 25 | Projectyle | R |
| 26 | Purple Saturn Day | R |
| 27 | Stormball | R |
| 28 | Italy 1990 | R |
| 29 | Billiards II | R |
| 30 | I Play 3D Soccer | R |
| 31 | World Championship Soccer | R |
| 32 | Steve Davis Snooker | R |
| 33 | Football Manager 2 | R |
| 34 | Jack Nicklaus Golf | R |
| 35 | Footballer of the Year 2 | R |
| 36 | 3D Tennis | R |
| 37 | Wild Wheels | R |
| 38 | European Superleague | R |
| 39 | Tournament Golf | R |
| 40 | Manchester United | R |

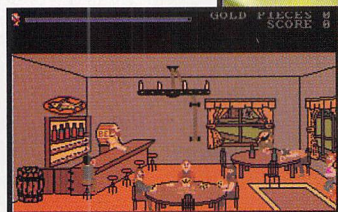
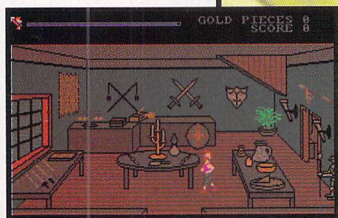
This month's coverdisk should be pleasing to just about everybody, whatever your taste in games. Disk one will send you back in time to fight the forces of evil as Maddog Williams. While Disk two offers you the chance to test you reflexes and logic in the arcade puzzle mega game Supaplex, or command your armies as they strategically wipe out the enemy in Battle Isle.

The Dynamic Duo

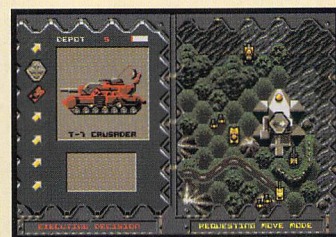
**MASSIVE
PLAYABLE
LEVEL**

Maddog Williams

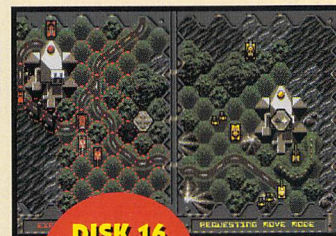
DISK 15



DISK 16



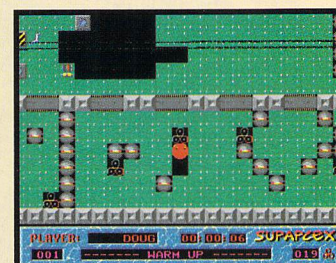
BATTLE ISLE



**DISK 16
ONE MEG
AMIGAS
ONLY**



SUPAPLEX





FOLD

FOLD

FOLD



DISK 15 & 16

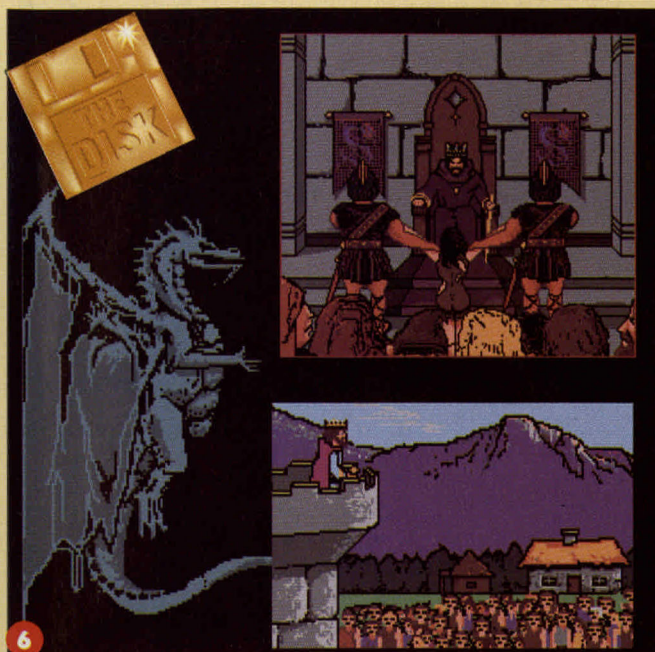


If you ask someone to recommend a good adventure nine out of ten people will suggest a Sierra. But little known to most of you, there is a new company on the horizon who are about to take the European market by storm with games that are looking good!

MADDOG WILLIAMS — GAMECRAFTERS
BATTLE ISLE — UBISOFT
SUPAPLEX — DIGITAL INTEGRATION

OK. So unlike last month we've only got three demos, but wait until you get a load of Maddog Williams - there's a whole chapter of the game to play. On top of that you've also got Digital Integration's mega Super Plex and UbiSoft's strategic Battle Isle.

1



6



5



DISK 15 LOADING INSTRUCTIONS

MADDOG WILLIAMS

OK! loading this game is pretty dodgy so read the below instructions carefully - twice! Cautiously, taking at least five minutes, take the disk off the front cover with your toes. Then, holding it between your big and little finger place the disk in the drive of the computer, preferably the right way round. Now sit crossed legged on the floor, unless you're sitting at a desk, and play the game to your heart's content.



Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.

2

WHAT, NO SOUND?

No you haven't gone deaf. I'm afraid this mega demo has got no sound - but there is a reason for this. Because those lovely chaps at Game Crafters in the States are so nice they have put as much of the game into this playable demo as possible, in fact there is the whole of the first chapter.

So in the end there was no room for the sound effects, especially the mega ones that they've got so as you play the game just imagine the best sound effects you could possibly experience and you won't be too far wrong.

4



Maddog Williams is not a man to be messed with. He's got a big sword (ooh!) and an antiques shop, so watch out!

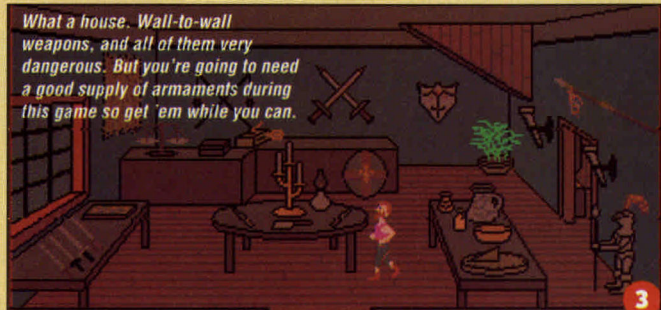


Second home to the Amiga Action team and a good place for information is a pub, but take care as the gents in this place aren't too pleasant.

NOT JUST A QUEST!

The first game to be released is Maddog Williams, the game featured on this month's coverdisk, and although the graphics may not look to be as good as today's Sierra games the gameplay is well above average.

As for the storyline of the game, I won't spoil the atmosphere of the game by telling you it, because there's a huge intro on the disk itself. So get playing now and then get buying when you realise just how totally terrific it is.



3

JIMMY WHITE'S

'WHIRLWIND'

SNOOKER

BY ARCHER MACLEAN



AMIGA POWER - 90%

JIMMY WHITE'S 'WHIRLWIND' SNOOKER

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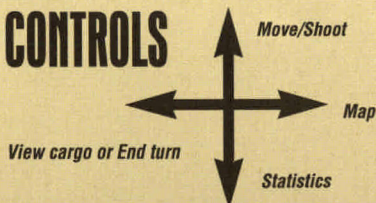
Save games and highest breaks • Digitised applause and sound effects.

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CONTROLS



The battle rages on. The First Air Cavalry have come swooping down the road at high speed in their attack helicopters only to encounter a Missile Air Defence unit waiting for them. A brief exchange of missiles and it's all over!



FOLD

DISK 16

AMIGA ACTION



Battle Isle is UbiSoft's next release. It features two armies battling for control of a small group of islands. As one of the Generals you must take your army to victory. You have a wide array

of vehicles at your disposal and several units of crack infantry all equipped with powered armour and high explosive weaponry.

Using your forces to the best of their ability you must vanquish an enemy who is similarly endowed.

BATTLE ISLE

7



The depots that are found scattered around the island often contain extra vehicles and equipment. Your plan to take control of the battlefield should include seizing the majority of them. Here a Crusader Heavy Tank has been found.



FOLD

DISK 16

LOADING INSTRUCTIONS

BATTLE ISLE



Loading Battle Isle is as easy as pie. After leaving your Amiga switched off for thirty seconds (viruses are nasty things) insert your cover disk into DF0: and switch on. After a short period you will be presented

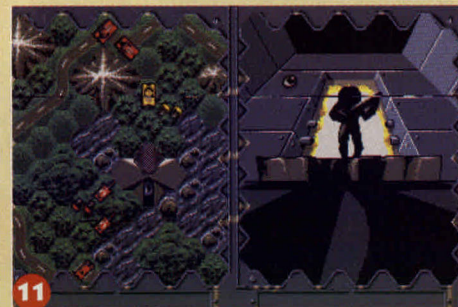
with an options screen. Now all you have to do is just follow the instructions shown.

All 512k Amiga owners should disconnect any extra peripherals from their machines (disk drives and printers etc).



Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus

8



The Red Army has captured a depot intact. A unit of infantry has used high powered welding equipment to cut the door down and gain access to all the extra equipment that is to be found inside.

FOLD



READY, AIM, FIRE!

During combat the screen will be split in two. Each commander has his own window on the action. Using the joystick to move the cursor you can view the battlefield and give orders to your armies. Each army can be operated simultaneously – you do not have to wait for your opponent to finish his turn.

To activate your forces, place the cursor over the desired unit and hold down the button. Still keeping the button pressed push the joystick in the direction that will give the command required. The illustrations show which directions perform what functions. For example, if you want to see a unit's statistics you should pull down.

While player one is giving his units orders to move, player two will be assigning targets to shoot at. After each is finished, select an unoccupied hex and end the turn. Roles will be switched and player one will now be firing and player two will be moving. This sequence will continue until either an army is eliminated or the enemy Headquarters are occupied.

Experiment with your units and learn their abilities and limitations. For example, most tanks can only fire one square but a few can lob shots up to four hexes away. Some can also take cargo or transport troops. And try to memorise how the terrain affects certain units.

10



LET THE BATTLE COMMENCE

When Battle Isle is initially loaded it will be in a computer demonstration mode. To play the game you must first select the options menu using your joystick and secondly alter the level code to BBBB using the keyboard. Once this two player mode is activated you can select START and get into the action.



The Red army starts to move its units into the battlefield while the yellows request their next phase. The red hexes show all the possible moves for the selected vehicle. To move, you must choose a destination and click the joystick button to confirm.

9

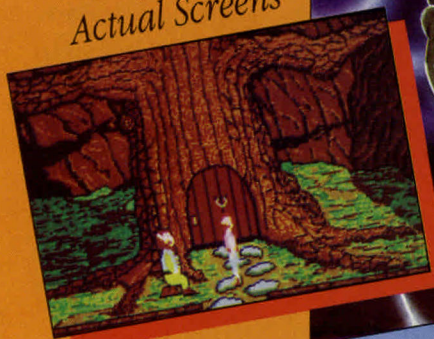
THE ADVENTURES OF MADDOG WILLIAMS

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Interactive 3D
Adventure!***

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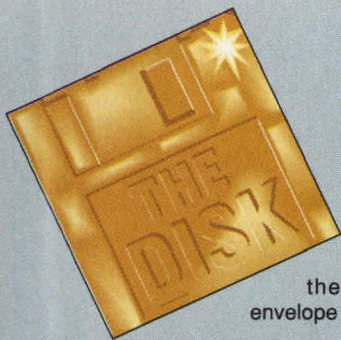
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PROBLEMS, PROBLEMS

If you are having trouble with either of your coverdisks, place the offending article in a sturdy envelope and send it to:

Amiga Action Duff Disks, Stanley Precision Data Systems, Unit F, Cavendish Courtyard, Sallow Road, Weldon North Industrial Estate, Corby, Northants, NN17 1JX.

AMIGA ACTION

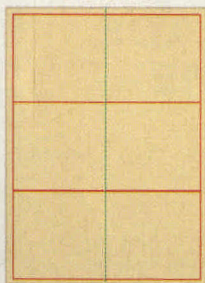
18



ADVANCED BOOKLET CREATION!

You will now have noticed a slight difference in the disk pages. They are in fact a cutout booklet that will fit perfectly in your disk boxes and prove an invaluable reference to your coverdisks.

STAGE 1



STAGE 2



STAGE 3



STAGE 1: First off you will need to cut the page at the cut lines indicated by the scissors.

STAGE 2: Next, fold each segment indicated by the fold lines. Make sure you fold the pieces inward so that the pictures on the right side are visible and the pictures on the left are behind.

STAGE 3: Slot each segment into place making sure that the page numbers follow in sequence. Repeat for all disk pages and then staple them all together.

If you are not keen on cutting up your issue of Amiga Action you can always photo copy the disk pages and make your booklet that way. We'd like to hear your views on our disk booklets so send your thoughts into Talk Back.

17



WHAT A WHEELER

One thing you will need to know about Supaplex is how to operate the disks. There are three types of disks within the game, and each one has a different use.

The orange labelled disk will stay in one position until you dig the earth from underneath it. If this is done, the disk will fall until it hits something else and then it will blow up destroying most things adjacent to it. It will also blow up if you drop an object on it.

The red disk can be collected and dropped wherever you want. But put some distance between it and yourself after you've dropped it as it will detonate straight away.

Lastly is the yellow disk. These can be pushed around (in mid air if you want) and then when you've got it in the right position you can make it blow up by activating a computer.

That's all you need to know, and you should be able to work out the rest yourself.

Exploding disks can be useful in a lot of circumstances. Here we see a whole load of them going up because one has just started a chain reaction.



16

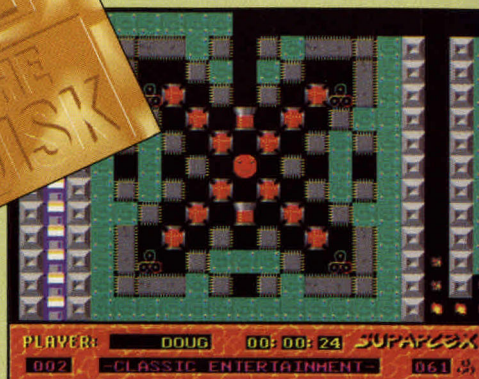
FOLD

DISK 16

AMIGA ACTION



The red things that surround you on all sides are doors. Some will only allow you to go through them in one direction.



SUPAPLEX

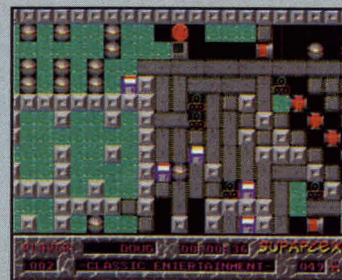
13

DISK 16

LOADING INSTRUCTIONS

S U P A P L E X

Turn off your Amiga, and then after at least 30 seconds turn it back on and insert the disk. Unfortunately the disk needs to be on write enable. The disk will load for a second and then ask you which of the two programs you wish to load. For Supaplex simply press the N key and then press return. Now wait for the game to load.



Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.

14

FOLD



THE ROCKFORD FILES

Get ready to cast your mind back about six years ago (you have to do this quite a lot these days) and try to remember a product called Boulder Dash. Ah! Most of you remember it.

Well, you should do as it was one of the most famous programs of its time, and probably the best one as well.

But, I expect that there are a few of you newer virgin games players that wouldn't know it if it came up and bit you. So for you lot here's a quick summary of it.

You are a little guy called Rockford, whose sole purpose is to run around numerous mines collecting diamonds. The only things that stops you from doing this are a number of incredibly nasty monsters that kill you on contact. That's it, and that's what Supaplex is like but with a bit more to it.



In Boulder Dash you had to collect diamonds - in Supaplex you have to collect those atom type objects. The amount that you need to collect is shown in the bottom right.

15

WIN!

AFTERBURNER

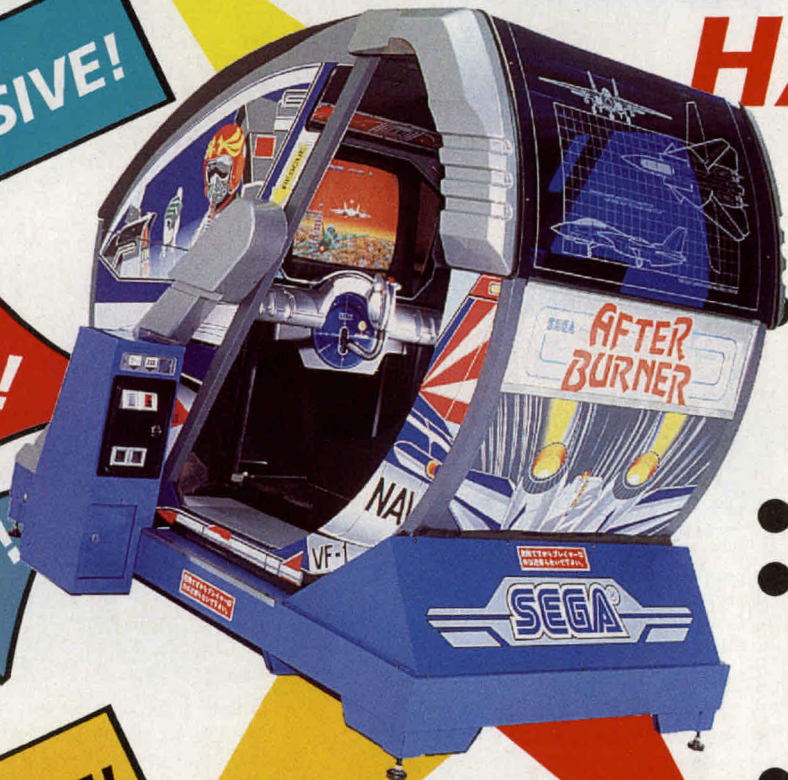
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HER UP AND
HANG
ON!

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MASSIVE!

GET IN!

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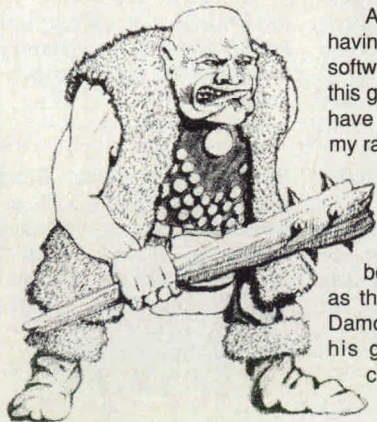
Calls cost 34p (cheap rate) and 45p (at all other times) per minute inc. VAT. For winners list send SAE to Megafone Ltd., Sandylands House, Morecambe, LA3 1DG. Average call duration 5.5 minutes. Ask your parents' permission before you call.

Boggit's Domain

To tell the truth I've got a bit of a cold in my nose at the moment. Now a cold in any normal nose is bad, but in my magnificent proboscis it's a catastrophe. For this reason I am having to take sips of Elderberry wine during the writing of this month's scrolls, so if things tend to wander a bit towards the end, just quietly close the door, go home and leave me to it.

Although the sun always shines around my neck of the woods there are plenty of shaded areas in which I can while away the hours under a weeping willow whilst reading your letters. The postie, a salivating, snotty nosed beast, always complains at the amount of letters he has to carry to my front door every morning — my popularity is obviously not evident to him yet.

Adventures and RPG fanatics must be having a whale of a time at the amount as the software industry has been totally swamped by this genre of game. SSI under the US Gold label have been very busy lately. Anyway, enough of my rambling and on with the matter at hand.



Mercenary Update

I have received a blurb through the Goblin Mail telling me that Novogen will be releasing Mercenary III — The Dion Crisis as their Autumn offering. After the success of Damocles, Paul Woakes the author has taken his game a step further and added other characters to his galaxy. By populating his many worlds, Paul hopes to get rid of the one criticism of Damocles — it was just far too insular.

Kwik Kwipl

Q: Why did the Atari ST user cross the road?

A: To prove he wasn't chicken!

Eye of the Beholder Tips

From the collection of hints and tips sent in (mostly from P. Hardy and Andrew Lupini), I've extracted a few goodies for your delight and delectation. If the spiders on Level 4 are proving to be a pain, you'll find some cure potions in the NE corner beside the portal. There is also the Dwarf Cleric to be found who will cure your men — and resurrect the dead if you haul their bones back.

Although the Cleric will occasionally say he is too tired to cure anyone at the moment it is not time that needs to pass before he will oblige again, you simply have to walk away the correct

number of moves and he will be ready to do the business again. On Level 7, (what do you mean you ain't reached Level 7 yet?!), don't delay as the pads will activate fireballs.

Move quickly and plan your route. Don't miss the scroll. Up some stairs and behind a locked door is a stone ring. The Spider Doors have a switch hidden on the frame which is easy to miss. There are two alcoves and buttons which change gems into keys on this level. The level eight puzzles are easy — look at the walls for help. One or two awkward teleports but keep trying. There are lots of unopenable doors.

In the room with 10 hellhounds, a pad closes the door and there is a tiny secret button to get out. Level 10 has three pressure pads, thus three weapons (one on each to open doors). Use the skull key to unlock the door nearby. Don't press the 'In Case of Fire/Flood'. Talk to Shindia and find the dwarf prince. To leave the level go to near the start and find the lever in the short turning. Pull this twice, go north, pull either lever, then yank the other twice. You will find a pit nearby, so get the objects then jump.



If your team is poisoned or dead, drag them along to see the dwarven cleric for a quick 'pick me up'.



7591

BOGGIT'S MAILBAG

So much for the easy bit. Now hold your nose while we poke around inside some of the smelly mail sacks.

After completing the first two parts of Secret of Monkey Island, I am stuck on the ghost ship. How do I stop the door creaking? Did you know that Sierra have a telephone help-line on 0734-304171, plus a 24 hour line on 0734-304004?

R. Leelf

Your door creaks, you need to grease it. I assume you have found the rat on the ship protecting some grease? To deal with the rat you need the sleeping sailor's grog. To obtain the grog, you must tickle the sailor with a feather.

As for the help line numbers, what you say is true, you can ring them for a straight answer to a straight question. However, if you want to be insulted by a real professional – who are ya gonna call?

'Ello, 'Ello. What's Going On In Deja Vu II?

Please help with Mindscape's Deja Vu II and tell me how to get a policeman's uniform which will let me enter the morgue. Also tell me where my safety deposit box is.

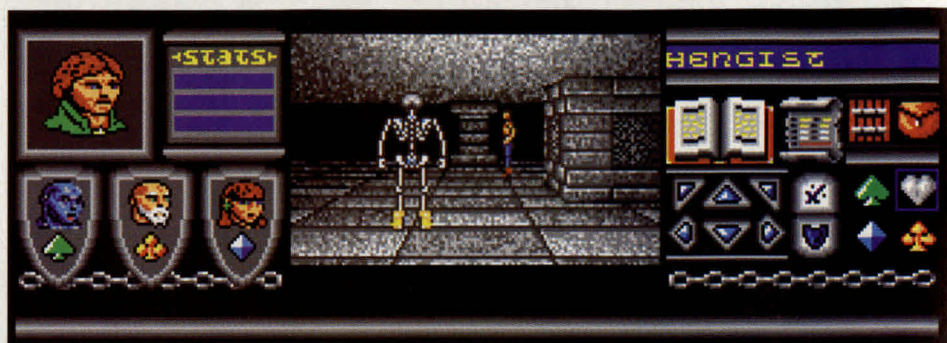
Paul Hanvidge, Glasgow

If you haven't found the Police Uniform, how do you know you need one? The uniform is in your old girlfriend's flat – though why you have an old girlfriend I don't know. Why not have a young one? If you don't know her address you'll have to break into Joe's Bar (up the fire escape) and find the key inside the phone which opens the one-armed bandit in the casino below.

There is no Safety Deposit box that I recall, but there is a Baggage Reclaim box back at the Railway Station. Again you are getting ahead of yourself.

Immortal Solution

My problem concerns the end of Level 2 in The Immortal. I have given water to the Goblin King, and turned the rock into a gem, but I can't find the combination to put the



gems in the holes in the floor.

J. Coghan, Altrincham

To discover the positions for the gems in Immortal you must first give water to the Goblin King. He will tell you to, starting at the top, place gem on right hand side. Go to the middle circle and place gem on left. The final gem should be put in the centre of the bottom circle.

Bloodwych's Keys of Many Colours

I recently bought Bloodwych and although I haven't been playing it long I have to admit that I'm crap at it. I'm stuck in the maze where it says that it will bestow the key to the person who solves the maze. I have found a bronze key, but it neither opens the door in the maze nor the door with the tapestry that says 'The key of Hue is what I'm due'. Where is the key and how come I keep on seeing a green dragon in the maze?

Mark Crook, London

I hate letters about Bloodwych – it's too blooming difficult to answer the questions! The 'Key of Hue' the game mentions is a Cromatic Key. It's not on the same level as the door, but

The Bloodwych dungeons are full of missing keys and locked doors. If it's the Key of Hue you seek, then Boggit has a helping hand for you.

two down. This is the door you return to when you have finished The Keep.

The maze you are talking about is on Level 3. I suspect your problem is caused by the Spinner which turns you through 180 degrees without you realising. On this level is the bronze key and some armour. You can now use a blue compass spell. If you don't have a compass spell, just drop the items on the floor and walk away, backwards.

Eventually you will find some stairs down to the Welcome Back corridor. There are two spinners here which will annoy if you don't know their whereabouts. You will now undoubtedly find the Key of Hue.

Chaos Help Book

Please help me with Chaos Strikes Back. I seem to have got to a stage where in all four directions I can't go any further.

For example, in one direction I have reached a room full of winged snakes and pits. If you could possibly recommend to me a good

NEW BLOOMS

Amidst the dark greenery of the Great Wood, Boggit keeps an eye on the latest blooms being tenderly reared in the Adventure Plots. Just in case you thought I hadn't been keeping my eye on the progress of Mindscape's Nightmare game, I can promise you that I have been kicking Tony Crowther to keep him busy.

Luckily, I managed to find the disk containing the latest animation sprites for the game's monsters which Tony lost. I know he lost it, because I saw him looking for it as I was leaving with it in my pocket! Nightmare promises to be another feast of monster bashing just like Captive – Tony's previous epic game.



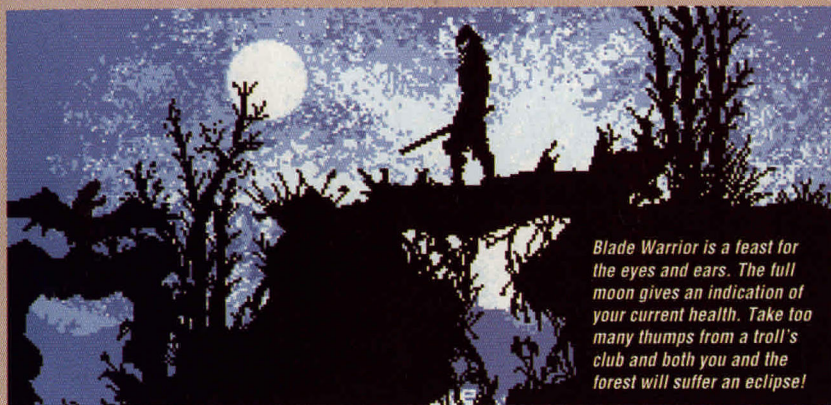
BOGGIT'S BOUQUET

And finally, just when you thought it would never happen – Blade Warrior has been released. I remember travelling to Mirrorsoft two years ago to see one of their new games, but instead of paying attention to what I should have been, I watched the play tester sitting next to me.

He was playing a game with beautiful black silhouettes moving over a misty, blue sky - it was Blade Warrior. Two

years later I have finally received my own copy and it looks as good as I remembered. This is a Hack 'n' Slash game rather than an adventure or RPG, but it does have spells to find and use as well as arcade action.

The best aspect of the game is the impressive fairyland artwork. Swarms of black bats explode into the air each time you manage to destroy another monster



Blade Warrior is a feast for the eyes and ears. The full moon gives an indication of your current health. Take too many thumps from a troll's club and both you and the forest will suffer an eclipse!



Hitch a ride on a passing dragon and you can save yourself some foot-slogging through infested woods. Give him a kick and he'll blast a fireball through the swarms of attacking bats.

and countless spiders scuttle through the black lace undergrowth. I had great difficulty controlling the thrusts and slashes of my warrior, but as I have had the same trouble with every similar game that I have ever played I can't complain. There are loads of spells and keys to find scattered along the dark paths and it all looks superb.

Once you stumble into a wizard's tower you can hitch a lift on a dragon and fight flocks of bats which you can change to charcoal droppings with a quick blast of flame from your scaly transport.

hint book I would be very grateful.

P.S. In Dungeon Master you said that once you have the firestaff you can throw it through a door to open up the passage back through the dungeon. Where is it?

M. Brownhill, Wolverhampton

A Hint Book! What kind of a wimp are you? All that's needed in this game is a rapier-fast brain, a powerful sword arm and a brilliant memory. Although you could write to Mirrorsoft and buy their Chaos Adventurer's Handbook.

However I'll give you one last chance and tell you the answer to the snakes and pits problem. If you are in the room I'm thinking of, you should see a sign on the wall saying 'Bridge'. Go past the sign and you'll find a gem on the wall to press. Sneakily, when you press it, a blue transporter field appears at the 'Bridge' position. Press the button and run backwards to be moved to the next part of the dungeon. As for the Dungeon Master question, you have got it all wrong.

Once you have the Firestaff you will descend the central stairway and open the door at the bottom with the Winged Key. This

doorway will seal up when you later exit the room housing the Fire Gem. If you throw the Staff (with the Fire Gem attached) through this door, the Winged Key door will still be open. Now you can go back up the Dungeon through the central stairway and act tough with the monsters on the upper levels – you bully!

Space Quest's Debugger

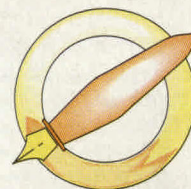
I am an avid collector of Amiga Action and I look forward each month to reading your section. I wonder if you could help me with Space Quest? I have landed on the planet and got past the door in the cave by placing the rock in the geyser. I can also get past the laser.

Having dodged the acid drops and having met the bug-eyed monster I get thrown out. I go back along the bridge and continue to the bottom of the slope. It is here that my troubles start, because a Sarien Spider Droid decides to join the fun. I head east but the annoying sod follows me. I eventually end up as a 'meal for the Welcoming Committee', or words to that effect. Please send a complete solution.

Paul Stokely, Billericay

Don't be such a defeatist. You've only just started and you want a solution. I'm not here to supply solutions, I'm here to kick you in the right direction. How dare you refer to that pleasant chap in the cave as a 'bug-eyed monster'? It's your pig ignorance of his language that is causing your difficulty.

If you had used the gadget from the same locker where you found your space-suit you'd have realised that he is the one who is trying to help you. You should treat all alien life forms as you would like to be treated yourself. On the other hand, the spider is a bug-eyed sonofabitch and deserves to have a rock pushed onto it!



STAR LETTER

In the last issue of Amiga Action you mentioned Eye of The Beholder, and that you had not received it. Working on the basis that the magazine is written a month before publishing, that was in June, so that chances are that you have probably finished it as it was easier than Dungeon Master. I enjoyed this game more than D.M. but it just did not have the same lasting appeal. Despite this it is on a par with Chaos in my books and definitely worth



7591



Chaos must have one of the most difficult dungeons to map. Before you throw in the towel and seek help from a hint book, Boggit has a hint which might save the day.

the cash. Well, whether you have finished it or not, here is the complete solution. The game can be deceiving in that, even when you have finished it, there are many places left unexplored. I have heard rumours of two sequels to *Eye of The Beholder*, can you confirm this? Will you be able to take the same party as you finished EOB with, a vital part of any sequel?

S. Yates, Sutton Coldfield

Although you are not the first to claim having finished the game, or send me some useful hints for EOB, you are the first wise virgin to have sent them on disk. I agree with everything you said, and yes, I have seen screen shots for EOB II, but I know nothing about two sequels. Almost certainly you'll be able to take your original party down the next hole – but will they thank you for it? However I'll thank you with a small prezzie.

Bloodwych Data Disk

The problem we are having with the Bloodwych Data Disk is this: We have found four Dragon Doors, each with a button behind them, we have found three Dragon Keys and a Chaos Key, but cannot find the fourth. We phoned Mirrorsoft, but they said that there was no one there who could help us.

Anyhow, here are a few tips. If you are running out of food, find a monster and trade with him. Buy the first item, then when you trade with him again you can keep buying food for one gold piece. Afterwards use the Alchemy Spell on the item you bought and you should get more gold than you paid for it.

If you have recruited a monster with low hit points, but you want to keep it, use the Restore Spell as this fully charges it up again. You can dismiss the beast, buy food from it, then recruit it again.

Adam and Wayne, Colchester

I've got to confess that I gave up on the original Bloodwych, so I never even played the Data Disk as I thought it would be just some more of the same. For this reason I have no info on it at all.

However, I do know that The Merrivale PD Library sells a disk with maps and the location of

BARD'S TALE II HINTS

Forming your party: One of the best combinations is one Monk, two Paladins, one Bard and three Spellcasters. Dungeon Guide's Dark Domain: A good place to pick up experience points. Level 1 – Stay away from the door with scratches on it as the Guardian lurks behind. Access to Level 2 is by stairs located 20 squares north, 14 squares east from the entry point.

Level 2 – Find the Winged Creature before leaving. Access to Level 3 is a portal seven squares east of the stairs.

Level 3 – Access to the next level is granted when you answer the Magic Mouth's riddle – answer MANGAR. The password to go downstairs is PASS.

Level 4 – A teleporter is in the top NE corner (through some darkness) which will take you to the Dark Lord's Headquarters. Here you must have the Winged Creature to fly you across the chasm and a Bard to play

		BRYAN THE FIST	
Race: Human		Class: Paladin	
Str: 17	IQ: 12	St: 17	IQ: 12
Int: 10	HP: 40	Int: 10	HP: 40
Level: 20	Sp: 9	Level: 20	Sp: 9
Gold: 2332		Gold: 1888	
(POOL GOLD)		(TRADE GOLD)	
(CONTINUE)			

CHARACTER	AC	HIT	PTS	SPL	PTS	CL
MARSALA	7	27	27	23	23	Co
MARRUS	7	27	27	23	23	Co
MARRON	7	27	27	23	23	Co
BRIAN THE FIST	18	48	48	8	8	Co
BOGGIT	18	48	48	8	8	Co

If you are looking for an ideal team to storm the dark domains of the Bard's Tale Dungeons, check out Boggit's 'A Team' suggestions.

the Watchwood Melody to get you through the double doors. Enter the Inner Sanctum and dispose of the Dark Lord – kill him with STTO. Dispense with Winged Creature, rescue the Princess then get out. Your characters need to be on the 9th level before attempting the final part of this dungeon.

items for it. It's really an Atari disk, but they also sell an Atari Emulator program to enable it to be viewed and printed on an Amiga. They only charge £1.50 per disk (Quite a fair price for an Atari ST!). Write to them at 32, Merrivale Road, Rising Brook, Stafford ST17 9EB.

Also, while I was speaking to Tony Crowther (writer of the Captive game) recently, he was in the middle of playing the Bloodwych Data Disk and he raved about it as being one of the best RPGs he's ever played. Nuff said?

Chaos Strikes Out

Eye of the Beholder is the best release of this year, probably the best on the Amiga. Saying that, I have a few stern words for the creators of the Super League score table. How does Beholder get only seventh in the League? I have Captive and Chaos Strikes Back and they are not as good as Beholder. I have also been told that Hunter is rubbish and, come on, Corporation! No way. I haven't played Dungeon Master yet so I don't know what it is like. Could

you please have a word with the League makers and have *Eye of The Beholder* moved up the list? Such a bad mark may stop people buying it.

I need help with *Chaos Strikes Back*. A few issues ago you said Chaos is probably the best game for the 1-meg Amiga. Thus I bought Chaos instead of Dungeon Master. For my £30 I got two disks, a map thing and a small instruction book. What is the map thing for? I also have the problem that the instruction book told me to look in the Dungeon Master book for an explanation of the spell system. I haven't got the DM book!

Richard Power, Dublin

You DORK! Chaos is only meant to be played after you've completed DM. That's why the box has large white writing on the front which says 'Expansion Set 1' – and on the back of the box it says 'Requires Dungeon Master'. There are over twenty spells to find in DM which you must know to play Chaos. The Chaos dungeon is very

Larry Laffer is still trudging the streets looking for 'love' or anything else! At least one reader's problem is solved this month, but will it help Larry get any closer to his final goal?





difficult to map, hence the 'map thing' to show you roughly where you are within the dungeon. I don't know what you should do now, because without the spells and the knowledge you gain from DM it will be damned difficult to play

Chaos. As for what the League table should look like, that isn't up to me. I don't recall saying that Chaos is better than DM and if I did it was a mistake (and I don't make mistakes!).

However, I do think Beholder is heaps

better than the other games you mentioned so it really should be moved up the list.

Making a Quick Exit

I am writing about Leisure Suit Larry II. On the plane I have found the third door at the end, but the door has a lock on it. When trying to open the door with a knife, it says it is not sharp enough. So, either how do I open the door, or how do I sharpen the knife? Also, is Larry III only for the 1 Meg machine?

Mathew Thomas, Birmingham

You were in such a hurry to get on the plane you didn't even stop to buy a lovely Blue-Plate Special Lunch from the cafe. If you had, you might have choked to death on the hair-pin which someone kindly dropped in the gravy. Need I say more? I would consider the 1-meg upgrade as an essential next buy for the Amiga. The letters, my patience and the wine have run out, so it's time to put the owl out and say 'Good Night!' Send all your letters to:

**Boggil's Domain,
The Old Blackthorn Tree,
29, Blackthorn Drive,
Larkfield, Aylesford, Kent
ME20 6NR.**

DUNGEON LORE

After spending weeks hacking your way around the dungeon, by now you may have forgotten your original reason for entering the dangerous domain. The purpose was to retrieve the Firestaff and return it to Lord Librasulus who waits at the dungeon entrance. The bad news is that if you do that you'll find things get very interesting, or maybe fatal...

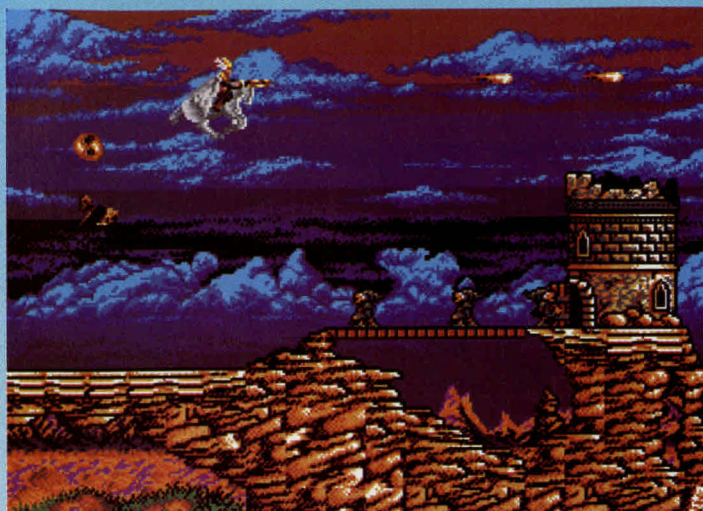
You are forced to change your plan and take the Firestaff to the bottom of the dungeon and join it to the Power Gem which is inside a special room on Level 14. To finish your quest you must now use the Firestaff to destroy the Dark Lord (the dude in the black, swirling robes who turns up and tries to nuke you every so often). It's no good trying to attack him with anything else, because nothing will hurt him so don't waste time casting fireballs at him.

Instead travel to Level 13, (this is the level with the fire pits and the two-headed demons) and find a little room which has two doors into it, in the far NE corner of the area - the ideal place to destroy the Dark Lord. To carry out the final task you must surround him on all four sides with a fluxcage, then fuse the cage shut. The Firestaff casts one side of the fluxcage at a time, so you must move quickly around him to do this.

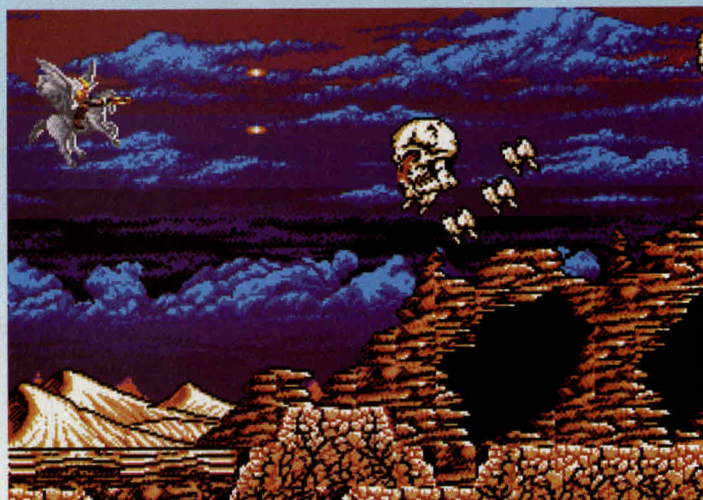
The Dark Lord won't stand still for this manoeuvre, so as you move, he moves too. The little room cuts down the places he can travel to, and if you can get him in a corner with two spaces of rock forming the wall behind him, you can seal him in using just two fluxcage sides. Don't attempt to use the front wall of the room as a side because he'll teleport through the single space.



It's not possible to blast the Dark Lord, so don't waste your time chucking fireballs at him. What is needed is a magical cage to lock up this dangerous and deadly dude once and for all.



Running from their cutesy little towers, the tribe of goblins shout up at you and start throwing stones to show their annoyance. Just swoop down from the skies, give them a sample war cry and blast the little wheelers.



Skulls home in on your position, spinning and wheeling across the heavens towards you. Duck, dive and weave to get out of their way. Failing that, give them a really good seeing to with your extra-sharp daggers.

Pegasus



SHOOT 'EM-UP



Satan is a very nasty type of guy. You've probably heard of him. You know the one, horns, red skin and lots of flames. Lives down under. No, not Australia, Hell (is there a difference?).

Well, now you know who I'm talking about I shall proceed.

The big guy from the Halls of Damnation has decided to cause a bit of trouble up here in the real world. It's his job. This time he has gone for something bigger than usual. Fed up with the run of the mill disasters (things like making you fart on a crowded train) he has decided it's about time for something cataclysmic.

Travelling the five planes of existence he has shattered the magical crystals which hold the souls of Death, Nature, War and Fate. Without them to keep the forces of magic in balance chaos will take over the mortal world.

Terrible catastrophies will bring normal life to a stop. Earthquakes will destroy cities, floods will kill millions and worst of all, Neighbours will be cancelled!

However, all is not lost. There is a hero who can save the world. A brave warrior who is prepared to take on the forces of darkness single handed (with both feet tied behind his back). Flying on the back of his faithful companion, Pegasus, he takes to the skies killing the creatures of the night. I bet you can't guess who this brave warrior is?

Pegasus is set over five levels, one for each of the crystals and a final level in Hell. You must proceed through the stages destroying Satan's minions as you go. Also scattered around the levels are fragments of the crystals. To complete the game you must collect all the fragments of all four crystals.

Each level is further split into ten stages. The first five are the flying sequences with your pal the Pegasus. The second five are slightly different.

They allow your chum to have a rest for a few moments you dismount to explore on foot. You run, jump and fight your way across the land.

Creatures attack from



the air and land. They come in varying sizes and powers (as most respectable nasties do) and some take more shots to eliminate than others. The smaller minions can be dealt with easily, just a couple of daggers will do the job. The larger, man eating creatures require a lengthy bout of blasting with spears and crossbows.

At the end of each level is a Guardian (had to be really). These larger than life bad guys are harder to kill than the average monster. Many are invulnerable apart from having a few weak spots. Jump around the screen and blast away. You must experiment with your tactics to find

Below) As you soar through the skies you will come across several power-up icons. Collect these and prepare to unleash some serious firepower. Using three-way splitting knives you can easily cut through these flying wolves.





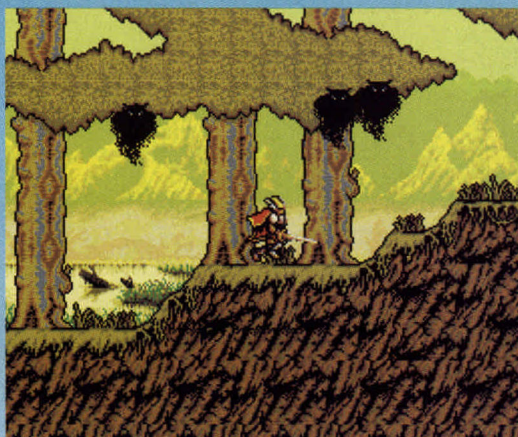
Above) It's time to give your faithful flying steed a rest. Jump off Pegasus' back, wave your sword in the air, and pile into the masses of enemy soldiers.

the best method to eliminate them.

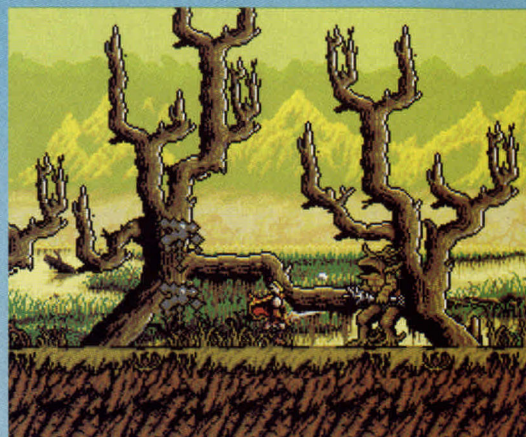
No one can be expected to go up against these overwhelming odds without some help. Whenever you destroy a wave of monsters they will sometimes reveal shards of the crystals. Some, however,



As you explore, walking around on your tippy toes, you are ambushed by a gang of Lizard Men. It's time to make a tactical withdrawal and reassess your plans.



The strange and paranormal comes to haunt and hamper your progress. These Dark Wraiths swoop in, their ethereal bodies shimmering in an unearthly light, and then they kick you senseless.



Not all of the creatures you will encounter are an easy pushover. These large amphibious frog-like men can withstand several hits before they get a headache. Keep your distance and blast them!

turn into power up icons that will boost your abilities once collected. Extra missiles will fly out in all directions. Extra strength in the form of spears and crossbows boost your killing ability. Out riders appear in the form of small familiars that follow your every move, blasting anything close-by. Finally smart bombs can be

collected that will destroy anything on the screen. Just tap the space bar and cackle your best evil laugh as they go up in a puff of smoke.

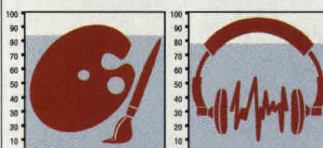
As you near the end of your quest to restore peace and harmony to the world you will meet your biggest challenge so far. A terror so horrific I dare not utter his name for fear of causing a heart

attack among the weaker readers. The greater Demon of Hell, the Prince of Darkness. SATAN. Oh bugger, I've done it now. Just pretend I didn't say that and go and have a nice lie down. You'll feel much better, believe me!

OVERALL
SCORE
85%

ACTION INFO

PEGASUS
GREMLIN GRAPHICS £25.99
TEAM: OPTIMUS



Gremlin Graphics have built up a good reputation and their new releases are awaited eagerly. Will Pegasus continue their great success? The game is essentially in two parts, the flying and walking sections being very different. The animation on the horse, multi-level parallax scrolling and the gameplay are all brilliant on the flying section. However, when you dismount things are a little tedious. Pegasus is just a great game and not a brilliant one as we have come to expect from Gremlin.

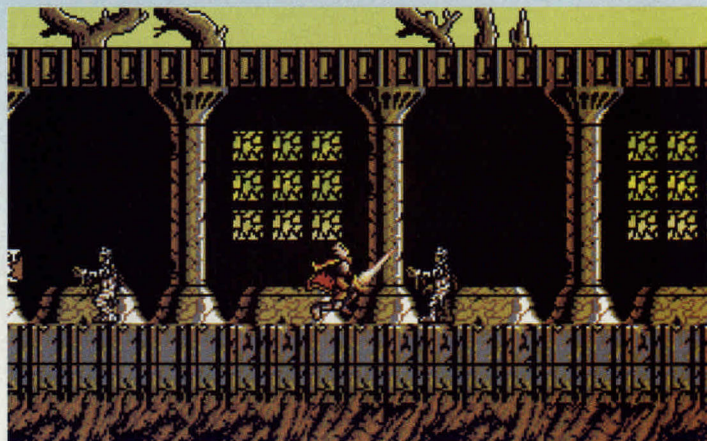
LEAGUE RATING

21 THE EXECUTIONER

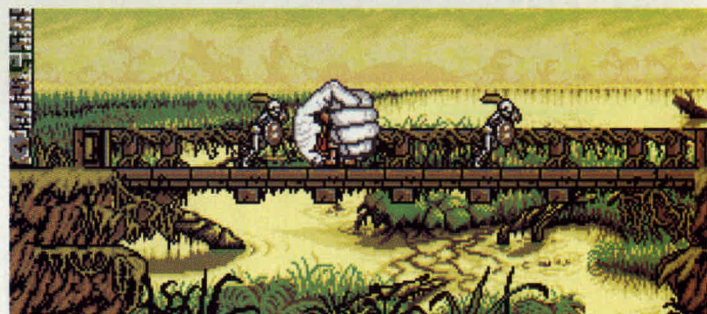
22 PEGASUS

23 ARMALYTE

SHOOT 'EM UP



When you enter a crypt or graveyard the ground will tremble and erupt as the undead rise from their resting places. The mindless creatures of the night will stumble towards you, trying to make you one of them. Their touch is deadly so stay out of reach.

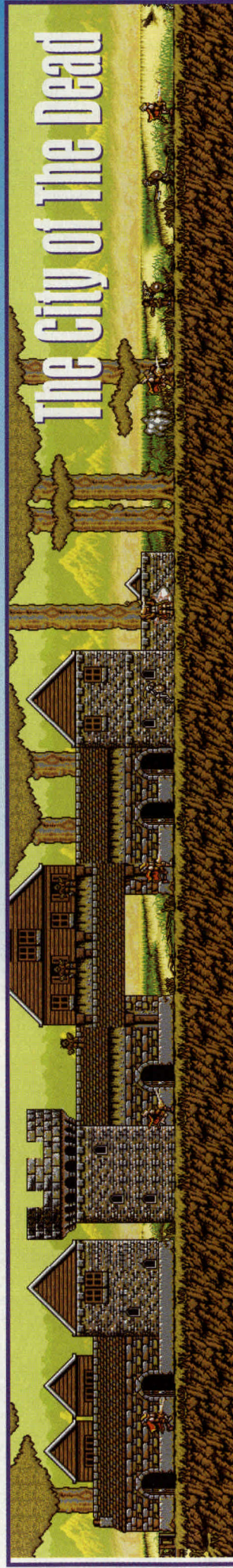


The quest ahead of you is very difficult and you will face many dangers. However, the gods are on your side and will help you on your journey. When you are close to death a giant hand will reach down and pluck you from the ground.

**More
panoramas
of Pegasus'
mythic realm
overleaf!**

031
AMIGA
ACTION

Pegasus: The Planes of Existence





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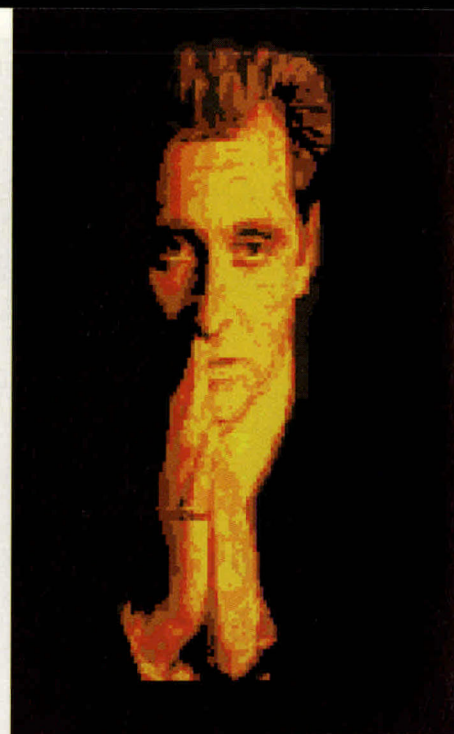
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**PROJECT
INSPECTION**

The Godfather was originally a best-selling novel written by Mario Puzo, well before Francis Ford turned fiction into legend with one of the most successful film trilogies ever. US Gold hope to capture the atmosphere and tension of the film by creating an action game that features scenes from all three of the award winning films.

The

Godfather



ARCADE ADVENTURE



Development of the game is in the capable hands of the Creative Materials team, a company with a list of game credits as long as your arm. The product initially began in November 1990, when they submitted a rough draft and some sample level layouts. On approval, a full game draft was written which was over 60 pages long!

The game is based upon the hopes and business intentions of the Godfather and the Corleone family. New business opportunities arise constantly and you are employed to protect these interests and promote the new ones. The main threat comes from your nasty rivals who will always attempt to muscle in on the latest business ideas.

The Godfather game is based on the system used to great effect in the past by Cinemaware, so if you've ever played one of their earlier efforts such as Rocket Ranger or The Three Stooges you'll have a good idea of what US



Gold's offering will be like.

These types of game are made up of several film style scenes which take the form of arcade sequences. In other words, what we effectively have is a graphical interactive movie.

As you progress through the levels, it will be necessary to obtain certain objects and tools to allow you to enter further parts of the



The game consists of various graphic interaction sequences, all of which require arcade skills and the ability to make decisions very quickly.

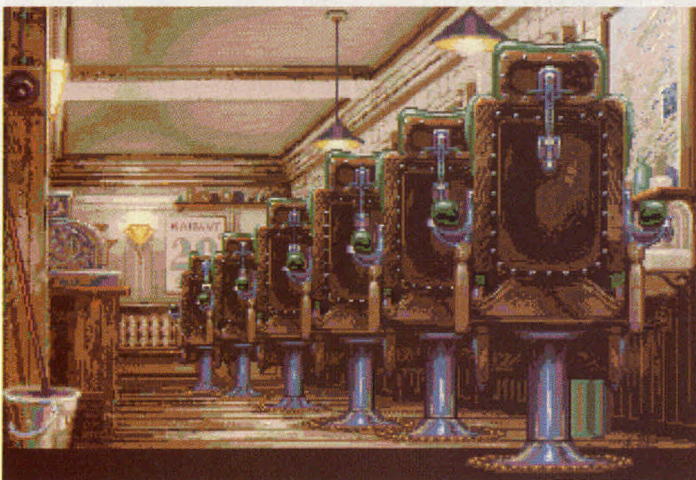
game. You'll also be required to find certain items which can be used as weapons against the more formidable opponents that are found on later levels.

The entire game is currently played over four levels, although each scenario will feature either one or two additional sub levels. However, the amount of levels the finished product will feature is, as

yet, unknown.

The first level is based in New York around 1940, where you find yourself in a back street that scrolls to the left and right. Eventually, you'll discover what appears to be a deserted bar, but it soon becomes shockingly apparent that you're not alone.

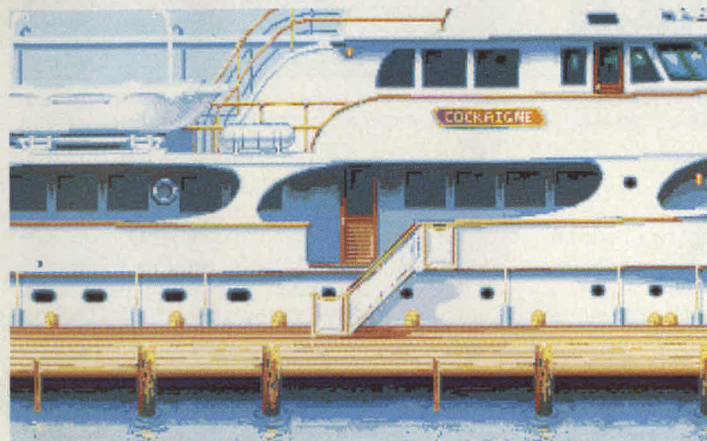
The 1950s provide the setting for the second level, where you



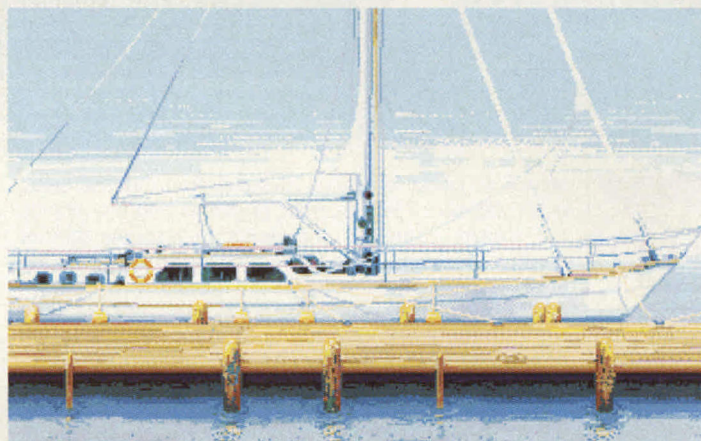
Supposedly, the barber shop on sub-level B is empty. However, your suspicions are aroused when you enter the shop and realise that all the chairs are facing away from you.



Entering a New York bar is a dangerous game, even though it appears to be empty. Smoke from a cigarette in an ashtray confirms that you are not alone.



This location is the start of a chase. Each cabin you enter is fully furnished and extra points can be gained by simply destroying luxury items.



Running across the boats is tricky. As you attempt to shoot the villains, the boats bob up and down restricting your chances of an accurate shot.

happen to witness an explosion in a Casino and then watch in horror as the bombers run off.

Once they're brought to justice, it's time to move into the 1960s where the backdrop switches to represent Havana in Cuba. Here, you'll meet revolutionaries and anarchists so expect plenty of fast paced arcade action.

Level four is set in the 1970s and takes place in Miami, Florida. Progression along a waterfront backdrop will lead to the appearance of the bad guys, who you'll eventually end up chasing around luxury yachts and boats. Following the villains you must run across the boats moored in the marina and avoid shooting while the boats bob up and down.

Details about any further levels are currently unknown to one and all however, according to US Gold, the gameplay and the atmospheric graphics will remain equally exciting.

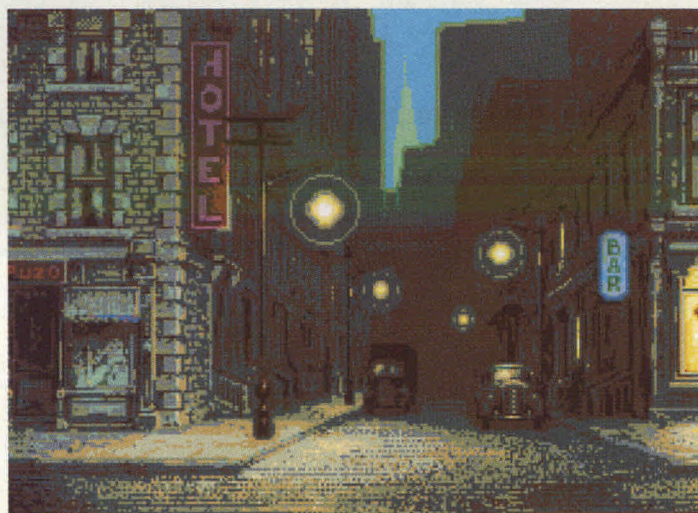
From a technical point of view, The Godfather boasts an incredible number of features. For a start, all the graphics will be drawn in 32 colours. As you progress the palette will change to suit the current scenario, although certain colours will remain identical to keep dedicated sprites the same throughout. Machines fitted with

extra memory will support enhanced graphics.

The sound will also be incredibly realistic simply because the programmers have used an extensive range of digitised sound effects. Due to the sheer amount of graphics and sonics, the product will arrive on a larger than usual number of disks. A few heavy compression routines had to be written by Creative Materials in order to avoid producing the first ever 50 disk game!



When you arrive at Las Vegas you'll have little time to enjoy the light show. A bomb explodes nearby and it's up to you to pursue the terrorists.



The majority of the action takes place over a 32 colour scrolling backdrop. The first level is played over 6 screens which scroll into view as the player walks.

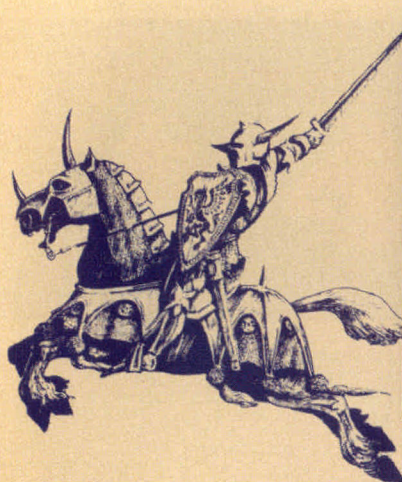
ACTION INFO

THE GODFATHER

US GOLD £25.99
TEAM: CREATIVE SYSTEMS

Some of the later Cinemaware efforts were excellent games - it's just a shame that the unique game system never took off. Hopefully, Creative Systems will resurrect the system and influence other developers to produce games along a similar line. US Gold are quite confident that they've improved on the system and at the same time produced one of the biggest games ever. In terms of presentation, The Godfather looks set to be one of the graphical treats of the year. Screen after screen of 32 colour backdrops and sprites ensure that it won't fail in this department. Hopefully, the gameplay will reach similar standards when the product is released.





Looks easy doesn't it? Well it is! Just click on the word you want to remember for future conversations and it'll be instantly stored in the knowledge window. No more note pads for you.



If you want to know what you've got, this inventory will let you know in a second. Where it is and whether it's equipped, it's plain and easy to see.



Maybe it's because of the big boom in the board game market, or maybe just because the everyday games

players are fed up with the same old shoot'em-ups, but role playing games have certainly become a force to be reckoned with.

Only a couple of years back RPG fans would have to wait for ages before a decent RPG would be released. Nowadays, you can

take your pick from an enormous quantity of games that are already in the shops, or from the tons of new ones that are flooding onto the market each month.

Daemonsgate looks very similar to Times of Lore by Origin (although a little better), but the major difference is its size – it's huge, with some cities being 2,500 screens big. The playability is much improved and you won't find the missions as easy as before.

The story starts with a soldier

(you) being sent out to get information on a mysterious army that has suddenly appeared and started to attack your home city. Along the way you will have to track down people, complete special missions to prove your worth, and gather together a party of adventurers that might be able to eventually overcome the dark forces behind this dastardly plot.

However, most of the game is taken up with communication and you'll talk to most people that you encounter during your quest.

Besides the hundreds of NPCs (non player characters) you will meet, there are 128 characters, or groups of characters, that act more intelligently than the other townspeople and are pivotal to the

plot as you interact with them.

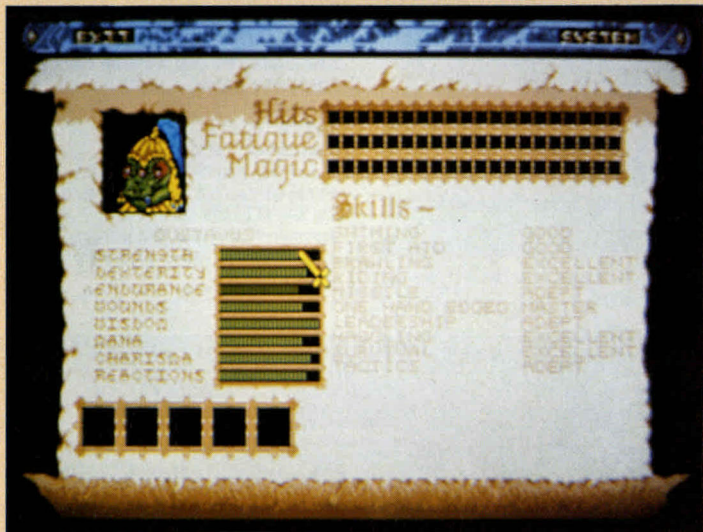
However, it's within the communication that Gremlin are attempting to improve the overall RPG feel. The people that you will meet during the game will be able to talk to you about most things you ask them.

To add to the realism, there is over 200K of answers for the NPCs. On top of this, the communication system is designed to save you a lot of time and effort.

Each time a character mentions something of interest in a conversation, you can store the appropriate info in a Keyword file. Then, each time you you meet a character, by simply clicking on the word, the person you are talking to will tell you what he knows –



If you are a naughty boy in this game people are going to remember and, you never know, the word might spread. If it does the guards might not be too pleased to see you.



The guys who programmed the game tried to steer away from using numbers so, as you can see, most of the skills tell you straight how good at something a character is.





**PROJECT
INSPECTION**

Gremlin have got themselves a reputation for releasing quite a few top games over the last year, a large proportion of which have been racing games. But don't be mistaken into thinking that is all they're capable of, because you would be quite wrong. Daemonsgate is one of their current projects that is due out December, and it is proving to be a very nice looking product, and will undoubtedly be a smash hit. So check it out here in the first low down on this hit in the making.

Daemonsgate

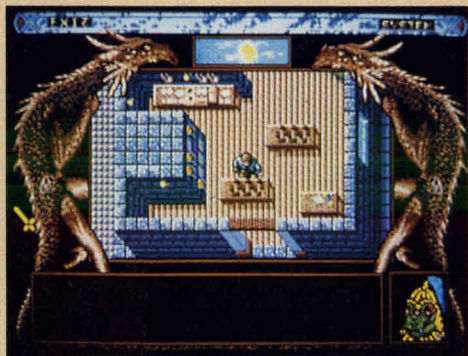
hopefully! This saves you having to keep stacks of paper by the side of your computer full of notes.

However, there's still one thing that's needed. How can you possibly forget magic? The magic in Daemonsgate isn't just any old sorcery. A lot of thinking has gone into it, and it's not just casting fireballs and lightning.

Most of it revolves around elements and binding, and to some of you it might come as no surprise when I say that one of the guys behind the game is a fan of Michael Moorcock's Stormbringer.

If all of this isn't enough to persuade you to go out and take a look at this top rating game as soon as it's released, Gremlin have thrown in a little compo into the bargain. The first person who completes the game and answers four special questions (the answers are within the game) will win a sword that has been specially made and looks very tasty indeed.

I know I'll be trying my hardest to win it for above my mantelpiece. Unfortunately, due to the size and complexity of the game it can only be run on one meg Amigas.



You never know what a place may contain. Just when you think there's nothing to find you can bump into a hidden trap door and things get exciting again.



There'll be quite a few fights in the game, but it's up to you to either fight manually, let the computer do it or even exercise a combination of both.



While outside you will be able to wander around and find out which buildings look the most interesting. But it's not until you pass through the door and into a building that you will be shown its contents. Let's hope there's nothing bad in there.



ACTION INFO

DAEMONSGATE
GREMLIN £34.99

Similar, but superior, to Origin's Times of Lore, Daemonsgate offers a vast playing area with in-depth but very accessible gameplay. Excellent communication with the large number of intelligent non-player characters will ensure months of enjoyable role playing. Sound effects are more than adequate and coupled with the superb graphics this is a must for RPG fans. Look out for Daemonsgate at the end of the year.

PROJECT INSPECTION

The French company, Ubi Soft have in the past tackled all styles of games and released excellent products each time. Our intrepid reporter, risking life and limb, set out for the UK branch of the company located in deepest Surrey – to find out what they've got in the pipeline.

The French



Each vehicle in battle has detailed statistics and abilities. Combat powers against varying types of offensive vehicle, speed reactions and defensive abilities are all taken into consideration.



Here, a unit of Scorpion light tanks is defending a bridge. To eliminate them, the enemy are bombarding them with long-range artillery which will then be followed by a series of quick air strikes.



The yellow commander has decided to pool the forces available to him into a single large group to use "blitzkrieg" tactics. While this is happening, the reds are sending a force down the left flank.

Battle Isle



Blue Byte are responsible for Ubisoft's next release and it moves into a new area for them –

strategy. Rather than opting for the rather dated and stuffy style of some historical scenarios, a fast paced futuristic strategic adventure has been designed.

You are the Chief of your military staff and you have complete control to mobilise your armies to attack the enemy occupied islands. The world is composed of a series of independent islands. You must capture each island before progressing to the next.

To carry out your mission you have a wide range of military vehicles at your disposal. Your Headquarters can be used to repair damaged equipment and as a rallying point for your troops. Factories produce vehicles to aid your war effort and, out in the field of battle, soldiers bravely fight the enemy with high-technology

weaponry.

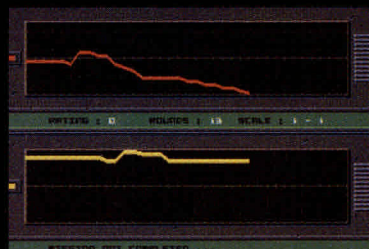
Your forces are composed of several different styles of vehicle. Infantry equipped with powered armour do the dirty work such as close in fighting and clearing out buildings. Scout vehicles allow you to explore the terrain quickly while the lumbering heavy tanks provide your main source of fire power. For those long range battles, artillery pieces can bombard the enemy while fighters perform air strikes on advancing armoured vehicles.

The operating system is unlike anything seen before. Instead of using the popular "mouse and menu" system, Blue Byte have gone for something completely different. Using a joystick you can select any units you desire.

To perform any action, you simply hold down the fire button and push in a direction. For example, if you want to check the statistics of any unit just place the cursor over its icon, click and pull down. The entire game can be played without the need to use a keyboard or mouse.



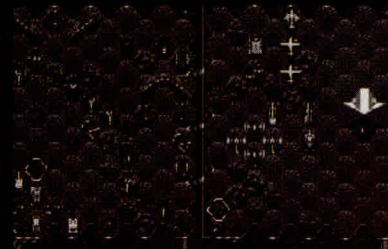
At strategic points across the battlefield are depots that contain stock-piles of useful equipment. The first side to reach them gets all the gear.



Left) After each conflict a graph will display details of how your battle went.

Above) Often depots contain enough equipment to give your forces a much needed boost.

Right) As well as 32 standard missions the game will include 10 "specials" such as this which represents the recent Gulf conflict.



Connection



Another strategy game this one but rather than going forwards through time Ubisoft have elected to go backwards to the year 207 and a few steps sideways by adding a touch of magic and mysticism.

You take on the role of an Arch Mage. Under your control you have a small army which you must use to battle against the enemy, either human or computer controlled, for control of the land. Using your magical powers you can strengthen your forces with creatures from legends. Dragons, Elves, Goblins and Wyverns can all stand side by side under your banner.

As you move about the land you will encounter neutral or opposition forces. A battlefield will be displayed and controlling your units during the combat is your responsibility. Ogres charge down the flanks, smashing lowly Goblins into pulp, Dragons cast fear into the enemy's hearts while Wizards bombard the enemy with fireballs.

Dotted throughout the land you will discover castles and magical shrines. Here you can replenish your powers of magic and learn new spells. Why not infect one of your own characters with a deadly disease? Then you can teleport him into the midst of the enemy and watch the rush as they try to vacate the area before the Black Death wipes them out.

Gameplay is mouse-controlled by clicking on the pictogram of the action you wish to perform.

ACTION INFO

**BATTLE ISLE &
CELTIC LEGENDS**
UBISOFT £29.99 EACH

With both of these releases Ubisoft have gone for a game that plays fast and is easy to understand. Having said this both have enough depth of gameplay to keep even hardened game players occupied for months. Battle Isle is nearing completion, all that remains to be done is the polishing on some of the graphics and its translation from French to English. Celtic Legends is in much the same condition but Ubisoft are unhappy with the palette used on the scenery and are looking into new colour schemes. They expect any problems to be sorted out in a few months.



Two armies have met in swamp land. With their movement severely restricted the infantry are all but useless. The wizard is warming up for a quick spot of spell casting. The icons to activate them are at the top of the screen.



When two armies encounter each other you will zoom into the field of combat. Goblins and Orcs charge at each other, clashing in a deadly fight. Here a dragon is wreaking havoc sending the enemy running for cover.



Celtic Legends



DEATHBRINGER COME STORMBRINGER

BEAT 'EM-UP



Gosh! You go on for lord knows how long without something, then just when you least expect it everybody gets the idea. But what idea is this? It is Stormbringer.

Only this month do we see a game with very heavy undertones of Michael Moorcock's masterpiece, and then before we have a chance to start work on the next issue there's another fan with the same idea.

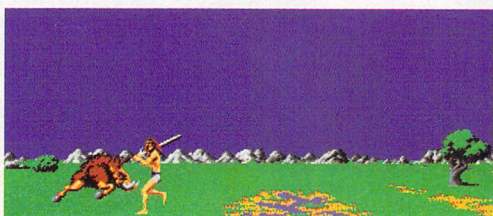
However, where Daemonsgate is for the arcade adventure fans, Deathbringer is for the more violent

beat'em-up fans. And let's face it, we all like a good bit of blood'n'guts every now and then.

In Death Bringer you play the part of Karn the Barbarian who happens to own a special sword. The reason this sword is so special is because it's got a demon bound into it (see what I mean about Stormbringer?). To keep the demon inside the sword happy Karn has to kill a lot of monsters, otherwise the demon gets very hungry and turns on Karn instead.

There's thirty levels with some very nice graphics. You should be able to get your hands on it in late September at about £25.99

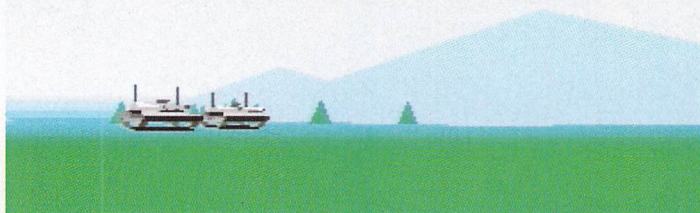
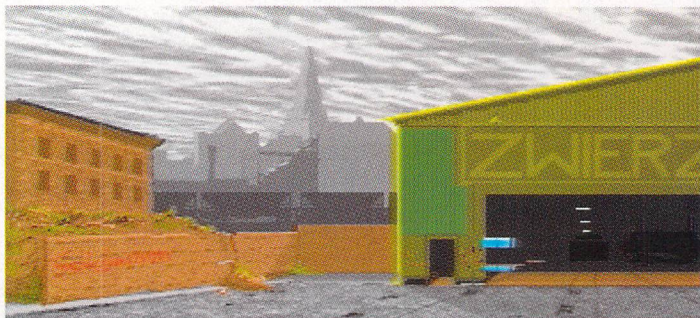
A boar comes charging into the action. He is ready to punt you to the other side of the screen. Jump over him and then give him a good, hard belt with that demon sword of yours.



Empire



Now how's that for an end-of-level guardian? All of the the guardians in the game are set on a totally independent screen and are pretty hard to beat.



TWILIGHT 2000

STRATEGY



How come RPGs have been around just about as long as I have, for a good eight years (at least) on the home computer, and they've only just become really, really popular?

RPGs are coming out left, right and centre and it seems that people have only just got into them in a big way over the last year or so! However, the best thing about RPGs is that they can have just about any scenario.

Twilight 2000 is set in the aftermath of World War III (what a terrible thought) and the Earth is no

longer a very nice place (what's new?). Radiation, famine, disease and all sorts of other nice things are common, and the only luxury in these awful times is life itself, if you can survive that is!

You and your squadron were lucky enough to survive the first global holocaust, and now it's up to you to reunite the allied forces, gain territory and defeat the onslaught of marauders and military madmen.

Can you save the world, or what's left of it? Again, you're going to have to wait until the beginning of next year when the game will be out at around £35.



LUNN POLY IN SPACE

ROLE PLAYING



Cast your mind back to the ancient times of issue 22. Do you remember the review of Megatraveller 1 – it was good wasn't it?

Tons of people rushed out and bought the game. And for those of you who did enjoy the game you'll be pleased to know there's a sequel on the way already!

Those of you who haven't

experienced the game then you don't know what you've been missing. The game is a licence of the highly popular role play in the states which has won all sorts of awards (I think?) and if you're into RPGing then this is a must. There's loads of gameplay, loads of action, and most importantly, there's loads of guns. Bang! KKK! POW! Hang onto your holster until January, when the game will be available from only £30 to £35.

It looks a bit dangerous down there. But you can't be scared in this game as there's lots of shooting and even more killing, revolving around a clever plot of course!



(Above) Explore the many cities in this rather large game, you never know there might be something of benefit in one of them, and there's bound to be trouble as well.

(Left) Yes, in Mega Traveller 2 you get to own your very own space ship. It's just a case of how long you can keep it in one piece.

ACTION INFO

Well as you can see Empire have got a lot in the offing. And what's more, the games are spread over a wide range of game categories. So no matter what type of game you like to sit down and battle away with on the weekend, Empire have got one for you. There's also a couple of other games that haven't been mentioned here (one of which is Eye Of The Storm, a mega 3D arcade adventure type game) but you will just have to wait for the reviews on them to find out more about them. So now all you have to do is the hard part – wait! And then after a short while you will be able to sample these superb games for yourself.



RPGING IN SPACE



ROLE PLAYING



There are tons of RPGs for you budding role players at the moment. A large proportion of those RPGs are futuristic ones, where you get to fly a space ship and blast alien monsters. But there aren't many space ones set in the past – 1889 to be precise.

Based on the popular RPG by those clever chaps at Games Workshop, you'll have the chance to explore a recreated solar system as envisioned by the scientific

theories of the 19th century and in the imaginations of such classic writers as Jules Verne, A. Conan Doyle and H. G. Wells.

Forget everything you know about the universe today, and prepare your mind for devolution as you are warped back in time to fight the Martians from Mars, and trudge through the swamps of Venus. The only problem is that there isn't an actual release date at this precise moment so you're just going to have to hold your breath until we know, although I wouldn't really advise it!

TAKING ON THE TANKS



Without a doubt Empire's biggest release of 1990 was Team Yankee, the amazing tank simulator that took the player right into the midst of the explosive action. So it won't come as any surprise when you hear that a sequel is on the way.

Appropriately titled Team Yankee 2 (logical really) – The Pacific Islands, the game is said to be much improved from the first, mainly in the areas of gameplay, strategy and general visual effects.

The small and inconspicuous islands of the Pacific have been overrun by the Russian forces and it's up to you and your unit of tanks

to take back these strategically important locations in a number of tactical tank battles.

As you reach each island, you will have to choose a landing point, and then the order in which each area on the island is attacked. Of course, this depends on how the enemy forces are positioned on the island. These choices will be crucial to the outcome of the game, so time will have to be taken in making sure that you make the right choice.

Team Yankee II will be available in October although the price hasn't been agreed yet, but it will probably retail around the £35 mark so get your money saved up for when it hits the shops.



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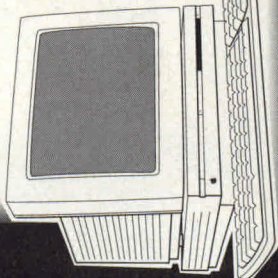
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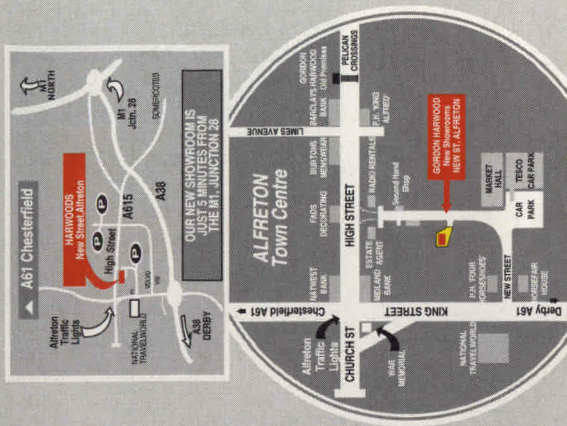
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Covert Action

ARCADE STRATEGY



Max Remington has made a great deal of money from his past successes and therefore, he is rumoured only to take cases that look particularly interesting or exhibit undeniable importance. The only exception to this policy concerns the President. Max will accept any case personally offered to him by America's premier.

When you, as Max Remington, initially begin a case, only a few clues have been assembled. At first, it's only possible to work from these clues, until of course you gather more evidence.

Each crime can involve several participants, everyone performing his or her individual role in the crime. Each one of these people is part of a larger organisation which is led by the single mastermind who set the crime in motion.

It is the mastermind who must be brought to justice. The way in

which to do this is simple: solve the individual crimes and gain the clues which will eventually lead you to the man himself.

If you can put all the masterminds in jail you'll be suitably rewarded for your efforts.

Playing the game itself is relatively simple and mainly revolves around five aspects: deduction, electronics, driving, combat and code breaking. You can select to practise any one of the above categories and build up your skills in each.

However, your own intelligence could prove to be the difference between a solved crime or failure. You'll need to memorise and recognise faces, unravel plots, break codes and decide which leads to follow and which to ignore.

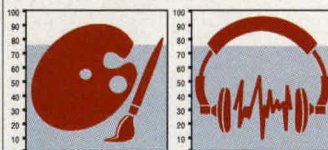
Once you've got a lead, the most useful thing you can do to gain even more information is to break into the main suspect's headquarters. Usually, you can discover a hideout by following a suspect's car. Inside the building you'll be able to gain access to private files, computers and safes.

To break in, you'll need some hardware which can be selected before the mission. This includes bugs, pistols, machine guns, cameras, tear gas and grenades to name but a few.

OVERALL SCORE
85%

ACTION INFO

COVERT ACTION
MICROPROSE £34.99
TEAM: SID MEIER



Microprose rarely produce bad games and this particular one maintains their very high standards, even though it moves into a completely different area. If you're after a secret agent game with lightning fast arcade sequences, forget it! Covert Action is an in-depth game that requires a lot of thinking and decision making. Until you've mastered the basics and built up the relevant skills, you won't be solving any crimes. So, if you've ever fancied stepping into James Bond's shoes or just enjoy a difficult strategy game, Covert Action will appeal to you.

LEAGUE RATING

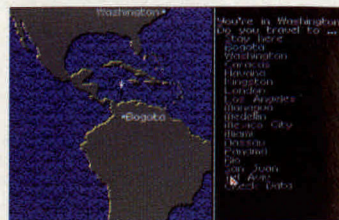
12 DAMOCLES & DISK

13 COVERT ACTION

14 LORDS OF THE RISING SUN

ARCADE STRATEGY

046
AMIGA ACTION



The entire game is played throughout three of the world's continents. This allows you to fly to any one of the 50 cities.

TOOLS OF THE TRADE



Uzi Sub machine Gun: A silenced weapon that fires the new stun ammunition.

Camera: This is designed for quick use, and comes complete with a 36 exposure film.



Motion Detector: A sensitive hearing device that alerts you to any movements.



Gas Mask: Wearing this protects you from being overcome by gas.



Kevlar Armour: Allows you to take up to four shots.

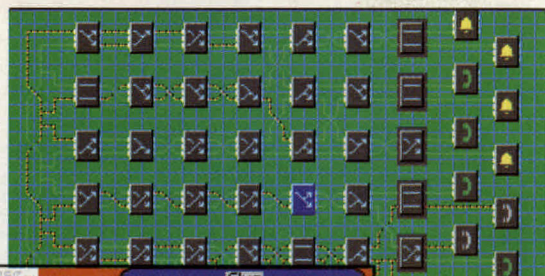
Grenades: Fragmentation, stun and gas grenades are all supplied.



Safe Cracking Kit: You can open wall and door safes.



Clever use of electronics will allow you to divert specific signals from the suspect and direct them to a path that suits your own needs.



One moment please

Sources: CIA/London
Liberian Passport #64 was assigned to Jorge Lopez.
Method: File Record Search

Related Clues:
Liberian Passport #64 has been traced to a known operations organizer.
Liberian Passport #64 assigned to this Face

The rest is up to you. I've assigned one of my best research assistants to work with you on this case. The President's counting on you Max, don't let us down.

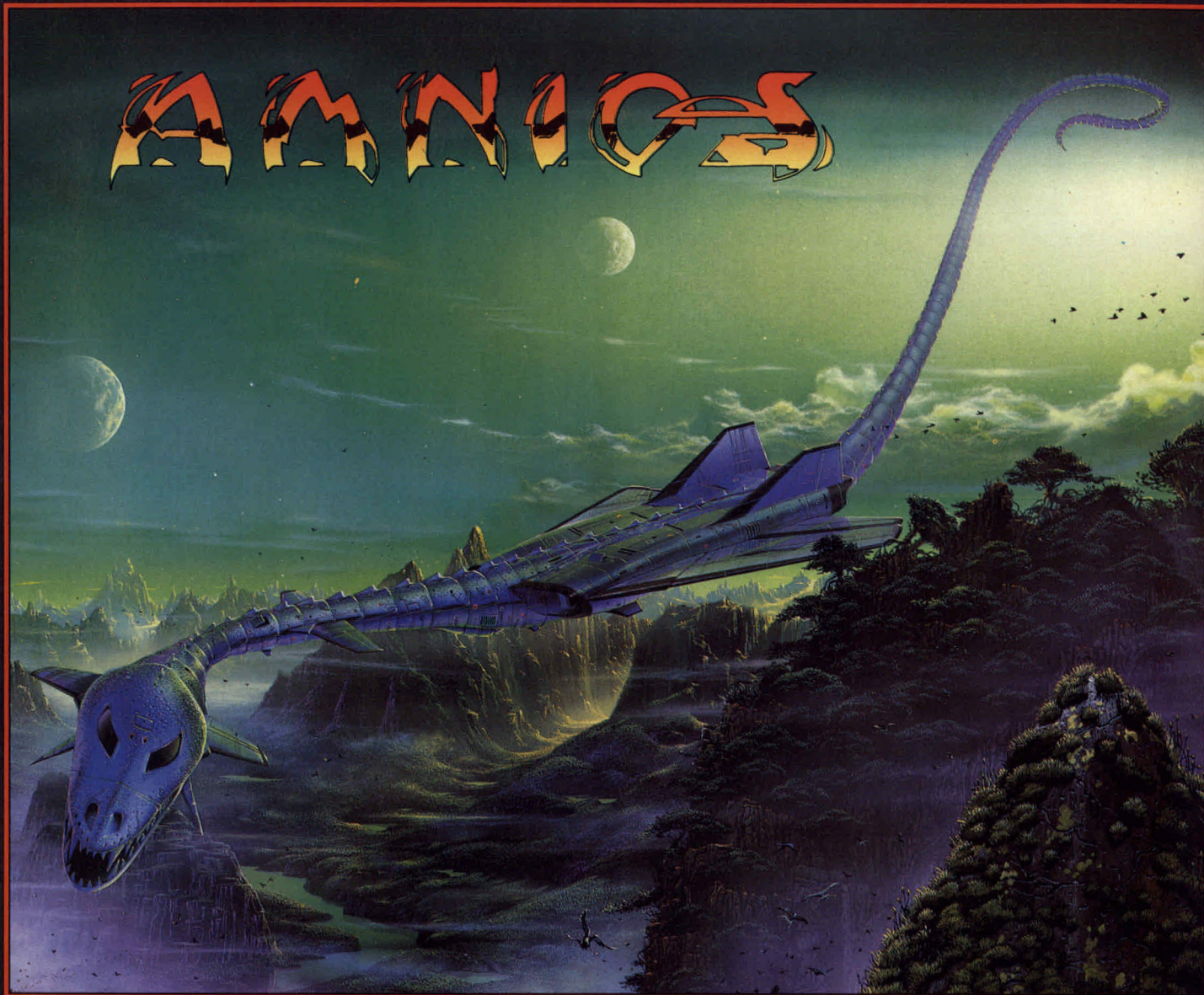
As you progress through the game it's possible to build up a file containing information gathered by yourself and from other agencies.

	Max. Speed: 80 mph Handling: Good Conspicuity: Low	(Tracking) 80 mph
	Max. Speed: 90 mph Handling: Excellent Conspicuity: Low	(Tracking) 90 mph
	Max. Speed: 40 mph Handling: Excellent Conspicuity: Low	(Tracking) 40 mph
	Max. Speed: 80 mph Handling: Excellent Conspicuity: Moderate	(Tracking) 80 mph

If you intend to follow a suspect you must select a car. Various attributes will determine which car is best for the current situation.

She pulls over and walks into a building as you quietly park nearby.

Every driving sequence takes place on the car chase display. This consists of three windows displaying the dashboard, the city map and a close-up displaying the immediate surrounding area.



AMNIOS

Alive and Killing!

"Put simply, AMNIOS is the best shoot-'em-up that has been released for a long time".

— Amiga Action — 93%

Penetrate the living hell that is **Amnios**. Counter your comparatively diminutive ship against the merciless might of **ten living, breathing planets** in an audacious endeavour to rescue imprisoned members of your own persuasion.

Pick up indigenous DNA and utilise it to fabricate enhanced weaponry to abet your pestilential quest.

Aw, forget the Bull! Just get in there and save the World!

Amiga Screen Shots

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DinoWars

BEAT 'EM-UP



Imagine a time many years ago when man is little more than a semi-intelligent primate (like ST Action's Jason Dutton). Where the only way to survive is to be stronger than the rest. The weak perish and die. Food is scarce and goes to

the strongest warrior. Imagine a terrible battle between two rival tribes over a great horde of food. The carnage would be horrific. Just think what it would be like if the two tribes consisted of 20 foot reptiles, Dinosaurs!

This is the scenario for DinoWars. You take control of a large group of ferocious Dinosaurs

whose only hope of survival is to defeat their opponents in combat.

Each of the Dinosaurs has its own statistics that effect its combat ability.

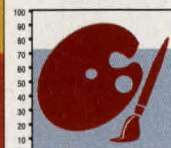
Your skills with the joystick and your forward planning are the only things that stand between your tribe and its total extinction.



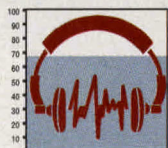
ABOVE: Each Dinosaur has its own set of statistics that define its strengths and weaknesses in combat. For example, the Tyrannosaurus Rex has a very ferocious attack but has weak armour protecting it.

BELOW: When two tribes meet they must fight for control of the food any of them has found. The battle is deadly, both sides ripping the other to shreds. Only some extremely nifty joystick work on your behalf will save you.

A C T I O N I N F O



DINOWARS
MAGIC BYTES £25.99
TEAM: A.CESTARO & S.LAHTINE



DinoWars is a bit of a strange release to say the least. Although the gameplay is very much action based there is a large amount of educational material contained in the background. A great amount of work has been put in to the technical background and it is a shame that the arcade and strategy sections are so poor. To sum up, DinoWars has definitely been designed for the younger person who is interested in the prehistoric era rather than a hardened gamer experienced in the ways of the joystick.

LEAGUE RATING

23 TMHT

24 DINOWARS

25 NIGHTBREED, ARCADE

BEAT 'EM-UP



(LEFT) Whoops! Somewhere on your journey you have taken a wrong turn. Perhaps if you explain your mistake to these gentlemen they will let you go without breaking your arms and legs.

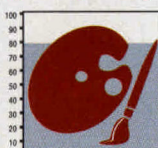
(BOTTOM LEFT) While exploring the newly decorated corridors you have come across a small group of skeletons. Quietly creep up on them, take a deep breath and chop them into pieces with your big sword!



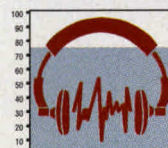
Thrud the Barbarian let out a long sigh and flopped down into the throne of the now banished Witchlord. Finally the Evil Sorcerer has been banished, the world is free of his tyranny. Looking around the room his gaze fell upon his slain friends. They fought well in battle and it is a shame to lose them. He made a mental note to loot their bodies later.

The air in the throne room

A C T I O N I N F O



HERO QUEST DATA DISK
GREMLIN £14.99
TEAM: 221B



The original Hero Quest caused fuss when it was released, many a potential wizard and warrior stayed up until the early hours battling the forces of evil. Now the ten extra missions have arrived you can get ready for some more sleepless nights as you once again take on the Witchlord. The data disks improve on the graphics and general gameplay slightly. Some of the creatures require a serious beating. If you are a fan of Hero Quest the data disks are well worth the asking price.

LEAGUE RATING

8 CADAVER

9 HERO QUEST

10 XENOMORPH

ARCADIE ADVENTURE

began to stir. The bones of the slain skeletons crumble to dust which in turn are lifted by the breeze. The cloud it forms begins to spin and whirl before forming into a face, the face of Thrud's enemy, the Witch Lord. The ethereal apparition

starts to speak in a ghostly whisper, "Do not think you have beaten me warrior. We will meet again and you will not be so lucky!"

"Oh, bugger!" thought Thrud, "Here we go again."



Hero Quest Data Disk



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SHOOT 'EM-UP



The computer flashed a warning on one of its screens. "One minute until drop into real space." The Executioner smoothed a set of 'trodes to his forehead, from that point on he and his craft would be one, thoughts and all actions simultaneous. "Ten seconds." No need to look at the read-out this time, the thoughts just appeared in his brain. "Five... four... three... two... one."

Reality jerked in to view bringing a slight feeling of nausea and disorientation. After flipping the ship about its line of travel he fired the thrusters,

halting its motion and fighting the effects of gravity. On the planet's surface, creatures reached into the sky with malicious intent.

The craft spun and its cannon coughed, sending boiling plasma to tear into their flesh. Before the explosions had stopped, the Executioner was searching the scanner for his first target.

This is one of the first-ever releases from Hawk Software.

For their inspiration they have looked at a game from many moons ago that went by the name of Thrust.

The majority of the action involves flying a fighter through canyons while battling against aliens and your biggest enemy, the effects of gravity.

Your mission is to discover the hidden base of an alien

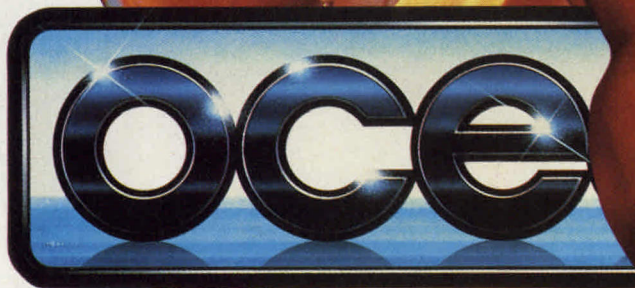


The Executioner

10



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Before you venture out into the real world you can practise your flying skills in a simulator. You are allowed to bounce your craft off a few walls and even get away with ramming some of your opponents. But be warned, the real thing isn't as forgiving.



Between missions you may find time to relax at a space station. Here you have the opportunity to save the game. For those of you who never stop working there is also the chance to have a word with the barman, he may have heard a few rumours.



Now is your chance to have some fun. Torturing prisoners is your main source of information. You can either be nice to them and hope they like you or be more sadistic. Pull on some rubber gloves, grab a broom handle and shove it up his ****CENSORED****

invasion force and destroy its commander. You must search hundreds of planets scattered throughout the nearby sectors, investigating every nook and cranny for signs of the enemy.

The Executioner leaned closer to his prisoner, their faces only inches apart. "Now my good friend, are you going to tell me where I can find your commanding officer?"

"Rot in hell, dog breath!" The enemy pilot spat.

"Okay buddy, have it your way. Now what will it be, shall I break all the bones in your body

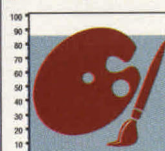
or fry your @*£! with 2000 volts?"

As you explore the galaxy you will find objects on the surface of the planets including fuel canisters, teleporters, power-ups for your ship and most importantly, enemy pilots. Using various objects of torture you can try to get data from them.

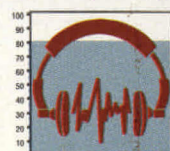
Will you go for the nice guy approach and offer them gifts in return for cooperation or just put the boot in and get them begging for mercy?

OVERALL
SCORE
86%

A C T I O N I N F O



EXECUTIONER
HAWK £25.99
TEAM: A.PRIME-STOO-D.BOARE



In the past several games have copied the style of Thrust, the most successful so far being Oids. The Executioner takes the whole concept a step further by adding strategy to the action. Graphics, sound, presentation and gameplay are all good. My only gripe is the lengthy loading period for each planet but this is fairly minor in comparison to the rest of the game. If you're looking for a bit of nostalgia or a blast that requires a little thinking then go out and buy this game now, you won't be disappointed.

LEAGUE RATING

20 R-TYPE II

21 THE EXECUTIONER

22 PEGASUS

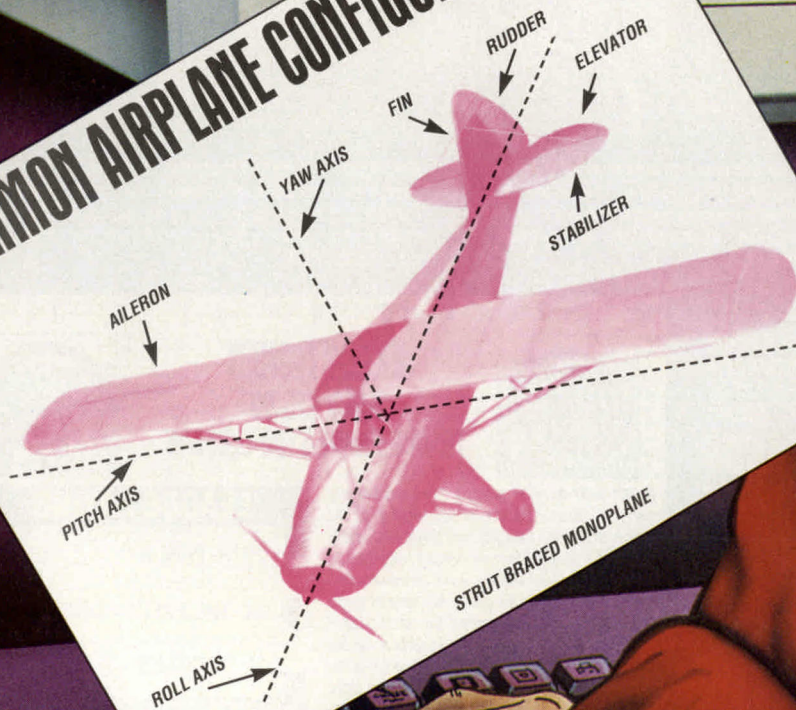
S H O O T ' E M - U P

051
AMIGA
ACTION

Go up and away with Philips



COMMON AIRPLANE CONFIGURATIONS



UP FOR GRABS

Seeing as Philips are being uncontrollably generous we have decided to run a little compo of our own in conjunction with Philips Monitors and Microprose/Microstyle. What can you win? First prize will be a flying lesson voucher which will include a 30 minute training session with an instructor, plus 30 minutes 'airborne' and also a certificate.

There are 35 local airfields around the country which offer flying lessons so Philips will arrange the location depending on where the winner lives.

Five lucky runners-up will each receive a pack of three Microprose games which will consist of the superb F-19 Stealth Fighter, F-15 Strike Eagle II and Midwinter.



All of you who own a Philips monitor will realise the quality and style that has made these monitors one of the best selling ever. From September to Christmas the Philips CM8033/11, the number one computer games monitor in the UK, will be bundled with the number one flight simulator game from Microprose - F-19 Stealth Fighter.

To accompany this promotion, buyers also have the opportunity to enter Philips' competition with the chance to become a pilot for the day! First prize in this competition will be a two hour visit for two people to a Boeing 737 simulator for a flight plus lunch at a five star country manor hotel with helicopter transfers from the simulator base so you can really take off.

Ten second prizes to pilot a Boeing 737 flight simulator are also up for grabs.



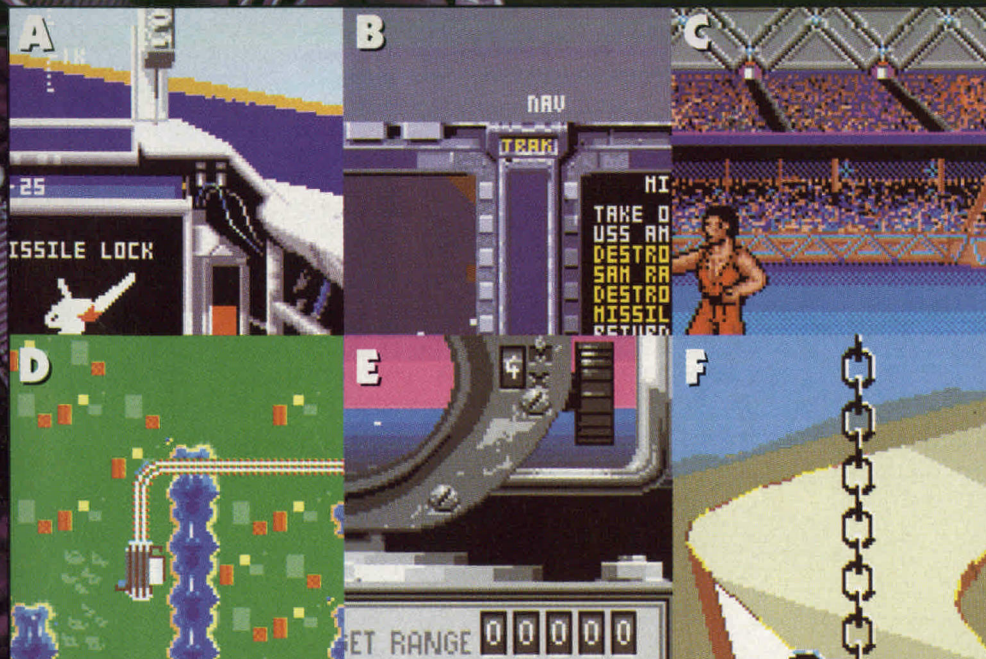
WHAT IS THY BIDDING, MASTER?

Funny you should ask. We're obviously not going to give all these prizes away for free so we have compiled two easy-peasy tests for you to complete. The first requirement is that you name all the Microprose/Microstyle games that are contained within the picture.

There are six games in all and only a portion of each has been shown. Write your answers in the entry coupon. Secondly, you must answer the tie breaker in only 25 words, no more. Failure to do so will result in extermination.

Once you are happy with your entry, bung it into an envelope and send it to:

Up And Away Compo, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. Entries should reach us no later than 31st December 1991.



PHILIPS COMPO

- A is
B is
C is
D is
E is
F is

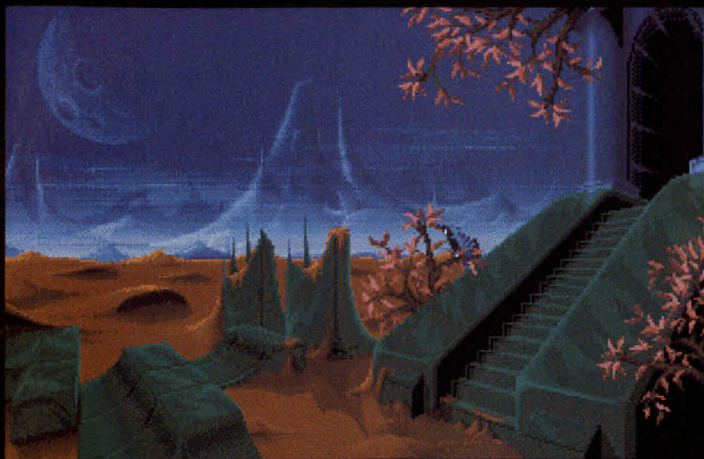
TIE-BREAK

I think that Philips Monitors are the best because

Name

Address

Post code



Armalyte

The Final Run

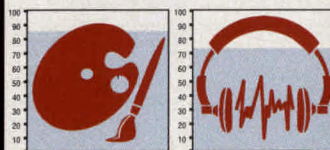


ACTION INFO

ARMALYTE

THALAMUS £25.99

TEAM: ARC DEVELOPMENTS



Being a massive fan of the original C64 Armalyte, I was really looking forward to the Amiga conversion. Unfortunately, I must admit to being slightly disappointed. This is no improvement over the 8-bit version and in terms of advancement, it offers us 16-bit owners nothing new in terms of gameplay or features. Another problem is the sprite collision detection, which in places is questionable, although it usually favours the player. Armalyte is still enjoyable, which will give ardent shoot'em-up fans a very hard time indeed!

LEAGUE RATING

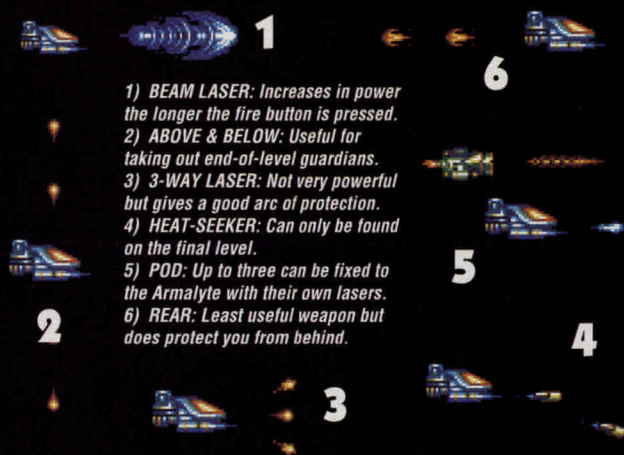
22 PEGASUS

23 ARMALYTE

24 MERCS

SHOOT 'EM - UP

ARMING THE ARMALYTE



- 1) BEAM LASER: Increases in power the longer the fire button is pressed.
- 2) ABOVE & BELOW: Useful for taking out end-of-level guardians.
- 3) 3-WAY LASER: Not very powerful but gives a good arc of protection.
- 4) HEAT-SEEKER: Can only be found on the final level.
- 5) POD: Up to three can be fixed to the Armalyte with their own lasers.
- 6) REAR: Least useful weapon but does protect you from behind.



Several years ago, an unknown development team by the name of Cyberdyne Systems created a

horizontally scrolling shoot'em-up. The game featured six levels of pure arcade action which stretched the extensive capabilities of the Commodore 64 to their utmost limits. Unsurprisingly, it was highly acclaimed by the media and went down in the history of computer gaming as a classic.

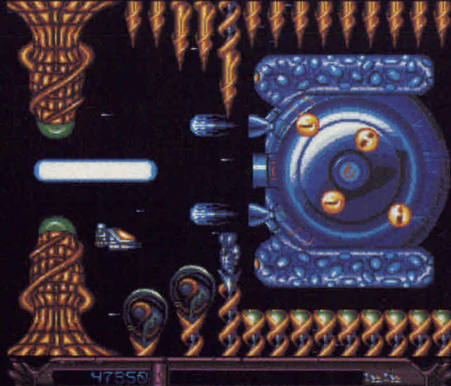
Finally, after an incredibly long wait, the Amiga version of Armalyte is here, boasting the same qualities. Whether or not it will receive the same classic status remains to be seen, but it's rather unlikely considering this type of game has been done thousands of times before.

All the action takes place in Delta Space – a sector of the universe unexplored by man. Five planets make up the sector which is the home of several intelligent life forms.

One of these planets has conquered a neighbouring planet by the name of Aala and their follow up target is the planet Earth. Fortunately, Earth is well aware of the alien activity, having spent



Midway through level one a large alien blocks your advance. Avoid its violently rotating arms or else!



The first end-of-level guardian proves to be a formidable opponent allowing you little room for manoeuvre.



While the snake attacks from the rear, large crystals fall randomly from above giving you little time to avoid them.



years monitoring the political upheavals within.

To combat this activity Earth has launched a fleet of fighters in an attempt to finally shatter the barbaric Aalan civilisation. The mission, codenamed Armalyte Force, was a complete disaster and only one fighter managed to survive the initial alien attack. Being the pilot of the last Armalyte, it is up to you to quell the alien savagery and rescue Earth!



This basically sets the scene for Armalyte, a tough horizontally scrolling shoot'em-up played over five increasingly difficult scenarios.

Each level is a winding maze with a huge guardian thrown in front of you at the end and it's up to you and your machine to destroy it.

Thankfully, the fighter you control can be constantly updated by blasting open weapon pods carelessly left behind by the

enemy. Each of these contains a different weapon which can be bolted on. Unfortunately, if you lose a life, you'll also lose all the extra weapons you've collected.

Two permanent weapons are included, the most powerful of which is the beam weapon that can only be fired following a build up of energy. If you've played R-Type or any other similar blast'em-up, you'll know exactly what I'm talking about!

OVERALL
SCORE
80%



Level two is very organic throughout and, consequently the end-of-level guardian is a pulse-firing plant.



A well equipped fighter is necessary for facing the hordes of aliens, but you can still come unstuck in the maze backdrops.



To progress to the fourth level you must destroy the bird guardian after first taking care of her malevolent offspring.



Some of the alien creations cannot be destroyed so you'll have to master the famous cockney art of 'ducking and diving'.



With three companion pods to protect you it's possible to literally plough through some of the aliens.



My word, a skeleton in a spacesuit! What on Earth will they think of next? By the way, this is the last guardian of them all.

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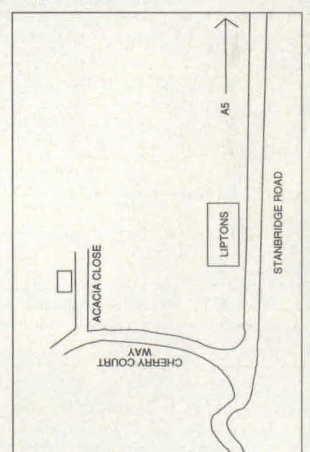
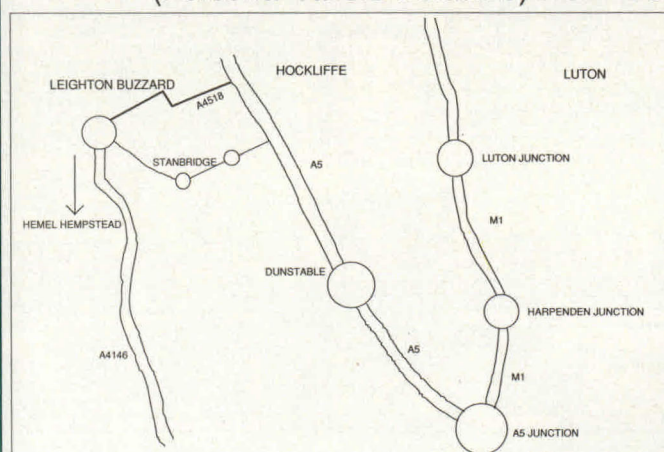
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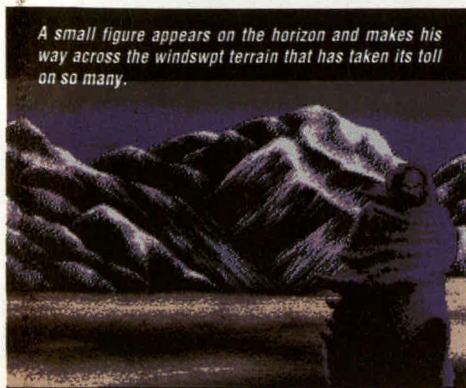
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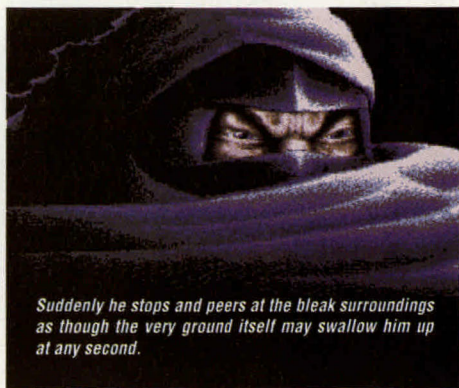


Maps showing direct routes from the motorway and A5

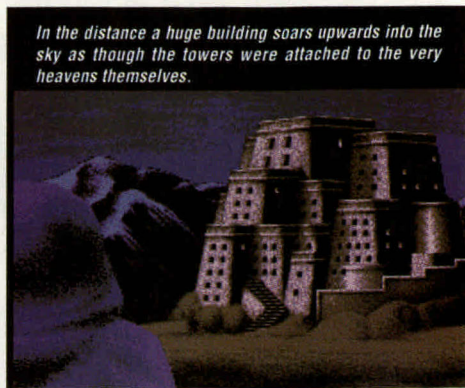
A small figure appears on the horizon and makes his way across the windswept terrain that has taken its toll on so many.



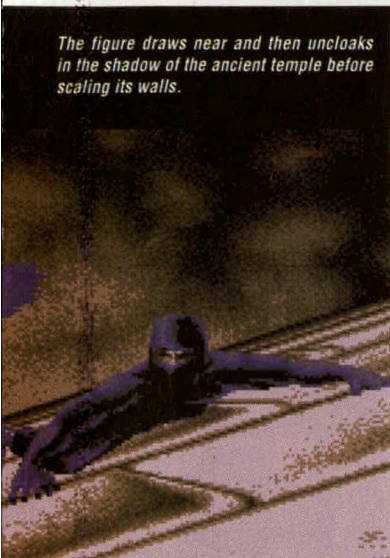
Suddenly he stops and peers at the bleak surroundings as though the very ground itself may swallow him up at any second.



In the distance a huge building soars upwards into the sky as though the towers were attached to the very heavens themselves.



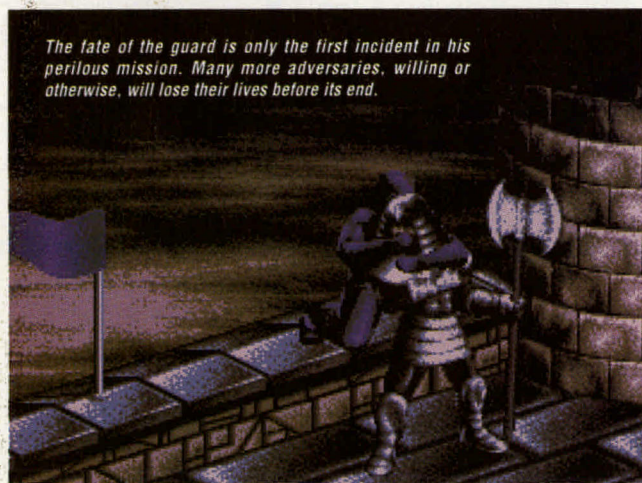
The figure draws near and then uncloaks in the shadow of the ancient temple before scaling its walls.



Last Ninja III



The fate of the guard is only the first incident in his perilous mission. Many more adversaries, willing or otherwise, will lose their lives before its end.



Things are nice and easy to start off with. The opposition don't have weapons and the puzzles are not too hard. Shame it soon becomes extremely taxing.



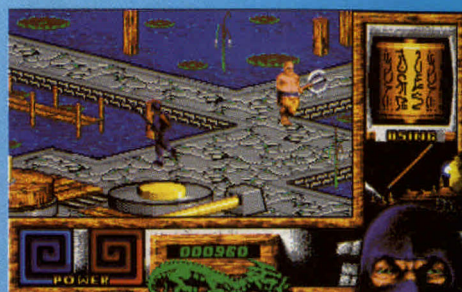
It's no good just running around avoiding the baddies. If you want to stand a chance against the end-of-level guardians you're going to need lots of Bushido power.



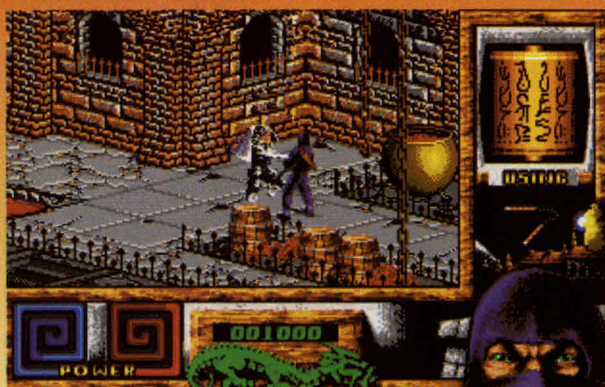
When you start getting further into the game you will find that the opposition are equipped with weapons as well. This chap has a very long reach with his bardiche.



After touching a lily pad you must then use it as a platform to get across the river. But beware! As you can see, there is an enemy waiting on the far bank.

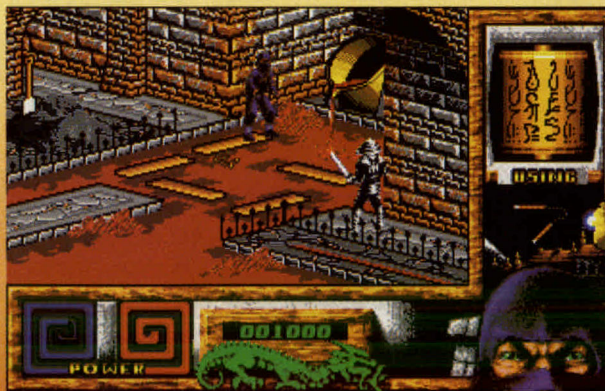


Although you may think otherwise, you do need to use a lot of tactics when fighting. Each opponent is different from the other so choose your weapon wisely for maximum effect.



Above) When you get further into the game, rather than your foes remaining temporarily unconscious, once you've defeated them, they stay dead. This is quite handy because it gives you more time to work out the puzzles.

Below) Careful footwork is a necessity in certain sections of the game, this lava pool being just one such example. For every error of judgement you'll lose a life, not just energy.



BEAT 'EM-UP



Most of you will have played at least one of System 3's Last Ninja games, either on the 8-bits or the newer 16-bit versions. So undoubtedly a large majority of you will already have a pretty good understanding of how the previous part of the plot went. For those of you who haven't, here's a very short summary. You're the Last Ninja because all the others have been killed by this not particularly nice guy called Kunitoki – and that's it basically.

Now, on to more immediate matters like Ninja 3's story line. Even though you are the Last Ninja, Kunitoki is not foolish enough to think that he is unthreatened, and although a great deal of minions lie between you and him the almighty tyrant is determined to end the existence of the Ninja forever.

To achieve this, he has entered the various temples of Tibet and stolen the five ancient scrolls that describe how the Ninja get their power. With these ancient artefacts gone, no one else can become a true Ninja.

That's the plight, and it's up to you, the Last Ninja, to retrieve these sacred scrolls and return them to the temples. This task has been made hard due to Kunitoki scattering the scrolls over the five Elemental planes.

But wait! There's only four Elemental planes I hear you say. That's where you're wrong! As well as Earth, Wind, Fire and Water in Ninjitsu there is also the Void – a bit of a mysterious one. Anyhow, that's where he's put the scrolls, if they're all still intact.

As per usual you start off with no weapons to aid you but that doesn't stop you from picking them up on the way. But unlike the previous Ninja games this isn't going to be so easy. Rather than all the items just lying around waiting for you to bump into them, some objects have to be made. An example of this is the Nun-chakus.

In the first level, with a little bit of searching, you can find two branches near two separate trees. Collect these objects and then find a piece of chain and voila! The



three objects become one in the form of a rather deadly weapon. This process is used throughout the game, so prepare to work out what items match with which.

You'll find that all the objects that you come across will be pivotal to the outcome of the game so you'll need to collect them all if you're to succeed. Fortunately, the objects aren't hidden away and each time you go near one a prayer wheel in the top right will bring up a picture of the object to indicate that it is in the vicinity.

All you have to do then is pick the object up, if it's possible at that point in time. This wheel will also tell you when one of the opposing baddies is a master at a certain weapon, indicating that you're going to be in for a hard time.

But this isn't the only thing you're going to have to do in the game to succeed. There are plenty of baddies to encounter and fight and each time you kill one of these evil chaps you will gain Bushido power. A lot of this Bushido power will be needed to defeat the guardian at the end of



Cor, look at that! Now where else have you seen graphics like these? A lot of the game's excellent atmosphere is achieved through the attention to visual detail.

THE BIG, BUTCH AND HUNKY GUARDIANS

contains a guardian that will give you a really hard time. They're all about twice your size so they look pretty impressive, but don't get too close or they might screw you up!

Now ask yourself! Even though the original Ninja was pretty mega, what was missing from the game? The end-of-level guardians of course. Although each level proved a challenge there was nothing at the end - apart from the next level of course. So Ninja 3 has made up for this and each of the five levels



the level and if you haven't got enough power you'll just have to go back and increase it.

As well as having to gain this Bushido power on each level you'll also have to collect one of the five scrolls. There's only one in each level so you'll have to make sure you get it, because if you don't then it will be impossible to leave that particular elemental plane even if you do kick seven bells out of the huge guardian.

However, the best thing about Ninja 3 is that it isn't just another 8-bit port or crappy game that hasn't had a lot of work put into it. Ninja 3 has had a lot of points improved on its journey from the 8-bit game. For a start the intro sequence is far better and there have been two extra levels incorporated.

In many isometric games, when you move from one screen to the next the game pauses slightly. This is not the case with Ninja 3. Although it takes a while to load, once the action starts it keeps on going without interruption with the screen appearing instantaneously each time you enter them.

On top of this there are 10

enemies to fight against. OK, 10 doesn't sound a lot but when you see them animated you realise that they are more than adequate.

But by far and away the best improvements are the clicky bits that weren't ironed out of the original Ninja when it appeared on the Amiga. Admittedly it wasn't as bad as Activision's Ninja 2 (can anything be?), but there was still room for improvement. One of these was the pick up option which was a bit fiddly. But now it's all as easy as pie. How nice!

OVERALL
SCORE
94%



A C T I O N I N F O

LAST NINJA III
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The first thing we should get out of the way is that Ninja 2 (the bad game) was released by Activision, Ninja 3 (the good game) is being released by System 3 so it's going to be good. The game itself looks and feels like a true 16-bit product and it has been updated quite a bit from the C64 version. The graphics are amazing and some of the best seen to date, with the sound enhancing the already excellent atmosphere of the game. Be you a beat'em-up fan or an arcade-adventurer make sure you get Ninja 3.

LEAGUE RATING

TOUCHDOWN

1 LAST NINJA III

2 FINAL FIGHT

B E A T ' E M - U P



You've certainly got your work cut out with this little chap. With swords as arms, one false move and he will slice and dice you on the spot.



At last you reach your old foe Kunitoki. However, this time he will die (if you're good enough) as System 3 have no plans for a further episode in the saga.

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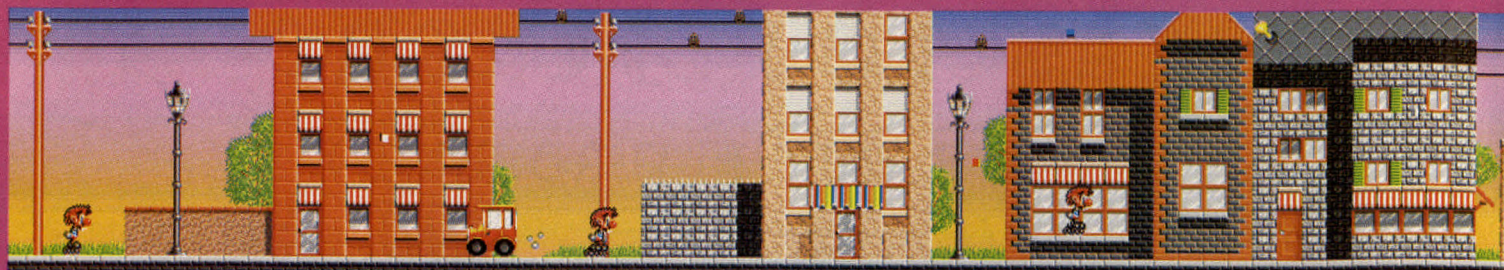
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Rolling Ronny



On the majority of levels you'll find a shop that sells most of the objects found in the game. Don't spend too much though, as you won't be able to afford the bus fare home!



The map displays the route you must take in order to reach the police station and hand over the jewellery boxes you've so kindly collected.



Payment is never given up front, but the punters will pay you immediately upon completion of the job.



If you hit the deck a balloon appears that floats you upwards. To ensure a safe landing you can control the direction in which it descends.



Occasionally large sums of money simply bounce onto the screen which can be collected so long as you're quick enough.

RONNY'S GADGETS

SUPER JUMP: Allows you to jump twice as high to reach difficult objects.

POWER SNEEZE: Any nasties on the screen are obliterated and cash prizes handed out.

STENCHALIZER: Freezes the nasties and allows you to pass in complete safety.

MAGNETOFLUCT: Cash is sometimes hard to get, unless you can attract it with a magnet.

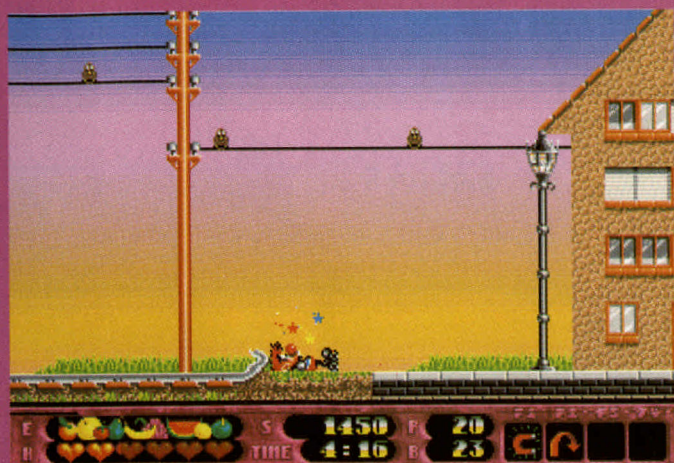
MEGAHONK: Activating this gadget will make you completely invulnerable.

TIME BONUS: Time is the greatest enemy, so extra seconds never go amiss.

HEALTH BONUS: This is better than Lucozade for replacing lost energy.

ENERGY BONUS: Collect these to reload your ruthless Fruit Gun.





Skating over rough ground is far from advisable. Usually, if you attempt to do so, you'll end up in a sticky mess on the floor.



Scrounging on a busy street is a dangerous occupation at the best of times. Cars, lorries, Hell's Angels and bird droppings are all out to get you.



Mr. Cuff ain't a happy man! You haven't managed to collect enough jewellery boxes and the mission has sadly failed.

PLATFORM



Poor old Ronny! Saturday night ain't too far away and he's desperately short of cash. How the hell is he expected to chat up a buxom blonde without any silver to line his pockets? Short of winning the pools on Saturday afternoon, the only way in which to get the cash is to go out onto the streets and earn it!

Fortunately, for our Ronny, there are lots of people on the streets who are too damn lazy to do their own odd jobs and are willing to pay huge sums of money to anybody who's willing to run an errand or two. Without hesitation, Ronny offers his services and guarantees that the job will be done twice as fast, simply because he's wearing a pair of trusty roller skates.

This basically sets the scene for Virgin's latest venture, Rolling Ronny. If you've glanced at the screen shots, you'll probably already realise that it's another horizontally scrolling platform game. Typically, its aim is for Ronny to reach the end of each level in a specific time limit. However, to complete a level outright, he'll have to earn a sum of money big enough to pay his bus fare. Without this, the level cannot be completed and subsequently the game ends.

There are several ways in which you can earn money, the most profitable of which is running an errand. He achieves this by approaching somebody in the street standing below a flashing job icon. The errand is usually a simple pick up and deliver job, although on later levels things do get a little more complex.

When he's eventually offered a job, he must decide whether or not to accept it or to bargain in an attempt to make even more money. Obviously, if he tries to squeeze too much money out of the punters, there's a risk that he'll lose out on the deal altogether.

Luckily, Ronny can also earn money by simply picking up loose coins, collecting lost jewellery boxes or by shooting one of the nasties and picking up whatever they happen to leave behind. A fair amount of money can also be found by simply stumbling across secret platforms or locations.

The obstacles that litter the

streets come in all shapes and sizes, ranging from a small wind-up car to a fully fledged petrol driven juggernaut! You'll be relieved to know that Ronny isn't completely defenceless and can knock out the most fearsome of enemies with his ruthless fruit gun. Unfortunately, the fruit gun has a limited amount of energy so it

not particularly economical to skate around with the auto-fire switch activated.

Collision with a nasty is not advised as Ronny tends to lose his balance and end up sprawled all over the concrete. Collide with a lesser obstacle and a few health points are deducted.

Throughout the game, Ronny can collect objects that help him achieve his goal. These gadgets can either be picked up or bought from the shops that occasionally appear. The objects can only be used once but in some cases this is sufficient to help him grab hold of the very last helping of dosh!

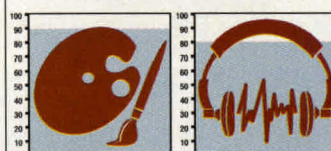
OVERALL
SCORE
87%

ACTION INFO

ROLLING RONNY

VIRGIN £25.95

TEAM: STARBRYTE



Virgin are flying high at the moment having released two excellent games within a month. Last issue we had the superb Jimmy White's Snooker and this month we've got the incredibly cute and playable Rolling Ronny. The first thing you'll notice about this game are the stunning cartoon style graphics. The effective backdrops combined with the humorous sprites make this one of the best presented games I've seen for a while. In terms of playability, it won't disappoint. OK, it's another platform game, but who cares? I certainly don't!

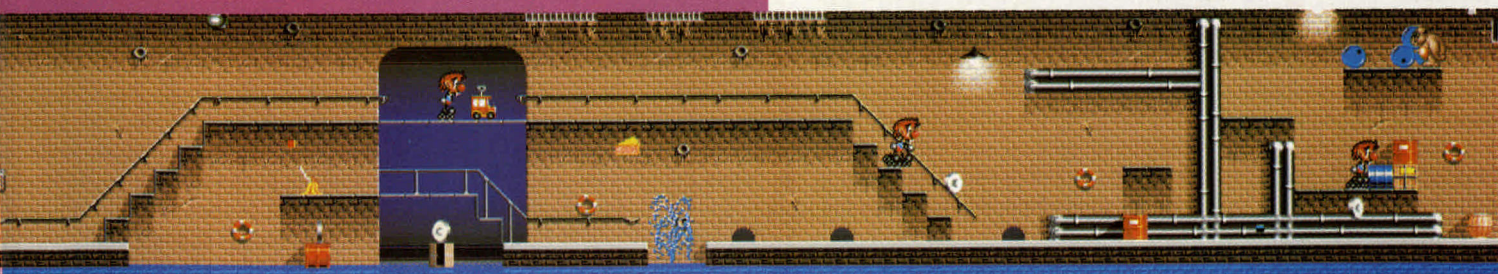
LEAGUE RATING

12 P.P. HAMMER

13 ROLLING RONNY

14 FLOOD

PLATFORM



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Darkman



BEAT 'EM - UP



Peyton Westlake, a once proud man lives a nightmare. As a result of his wife collecting information

regarding a corrupt gathering of gangsters led by Robert G. Durant, his face and body skin was permanently disfigured. Plunged into a vat of acid and then horrifically engulfed in a massive explosion, the hospital was forced to remove part of his nervous system to quell the pain.

The pain and the suffering was medically removed, but what they couldn't take away was the anger. Peyton Westlake is dead - Darkman lives, and he plans to take revenge. On being released from hospital, it also becomes apparent that Robert G. Durant and his mobsters have taken Darkman's beloved fiancée Julie with them.

You play the part of Darkman in Ocean's official computer conversion of the recent movie. The game features all the movie's high spots in several arcade sequences. It's your responsibility to battle through the various scenes and eventually take revenge on the evil gang responsible for the previously mentioned atrocities.

Altogether, there are six sections of gameplay, each one

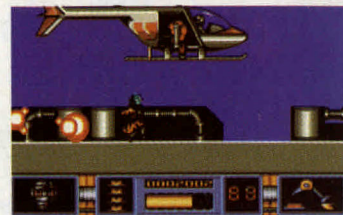
providing a new challenge. Typically, most of the scenes are progressive beat'em-ups, against varying backdrops containing platforms and ladders, although the action does change significantly on some of the later levels.

Throughout the game, you must continually change your appearance using a number of disguises. An advanced computer system produced by yourself can be used to form any number of disguises. All you need to do is take a series of photographs and feed them into the machine. The number of accurate shots you manage to take during a brief arcade sequence will determine the length of time the disguise will last.

OVERALL
SCORE
71%



To disguise yourself all you need are a few snapshots of Durant's followers, and your self designed computer system will take care of the rest.



After escaping to the rooftops your problems continue. Durant waits for you in an armed helicopter and drops grenades from above while you leap the gaps.



Hanging from the helicopter, Durant lowers you into the line of traffic. You must swing away from the trucks and eventually guide the helicopter into a bridge.



To seek your revenge you'll need plenty of cash to finance it. On the first level you can simply roam the streets and pinch the cash from any passing gangsters.

A C T I O N I N F O

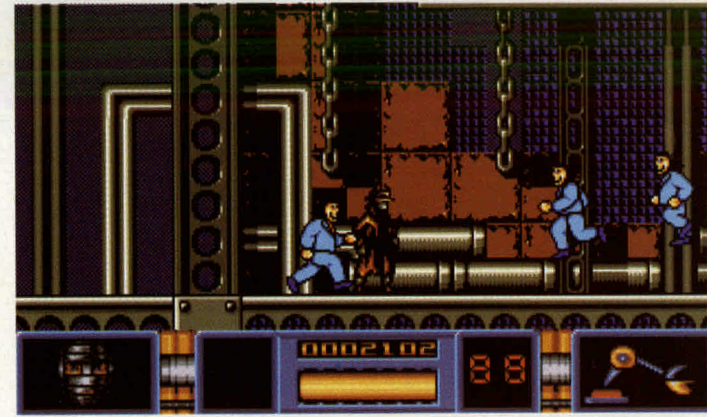
DARKMAN
OCEAN £24.99
TEAM: MICK WEST

Ocean have released some pretty good games recently, however, Darkman doesn't continue this trend. Basically it's just another progressive beat'em-up with a few arcade sequences thrown in for good measure. Technically the game looks and moves quite well. Unfortunately, the action isn't too complicated and most of the enemies are fairly easy to dispose of using just a single move. In the short term, Darkman is quite enjoyable, but after a few hours play my interest began to fade.

LEAGUE RATING

19	SKULL & CROSSBONES
20	DARKMAN
21	DYNASTY WARS

B E A T ' E M - U P



The majority of the game is played over a progressive scrolling backdrop which, not very surprisingly, is dominated by Durant's loyal subservients.

You've seen the film...



You've seen the film...

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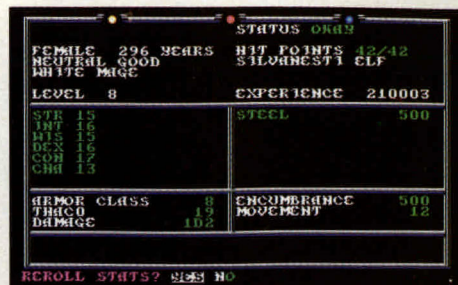
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Amiga Action 10



The game has only just started and you're already being thrown into the action. An undead dragon and rider home in for the kill.



This is one thing you can be sure of. There are plenty of monsters out there who want the chance to kick your butt, so combat will be quite a common occurrence.



If you don't like the characters that have already been made you can generate your own to give them a little bit more of a personal feel.



A whole year has passed since Krynn's champions vanquished the massed forces of evil. But even with

the horde defeated, the forces of evil are far from depleted. Now, the Lord of the Death Knights, Soth himself, is preparing to ride forth with his band of undead warriors and wreak havoc in an eruption of evil Krynn has never witnessed before. Again it is up to you and your party of adventurers to deal with the scourge that faces you.

It gets to a certain point with some games, where you start to run out of different things to say. With the amount of AD&D games that have now been released by SSI it's starting to get that way in this case.

All the games follow very closely to the official AD&D rules, and any fan of the TSR role playing game can pick up one of the games and know pretty much what they're doing from the start. However, SSI have not rested on their laurels and each game in the series has been slightly improved so that nowadays they are virtually faultless.

There is one disadvantage with the later games in the series. Because each follows on from the next they get gradually harder, so for any newcomer Death Knights of

Death Knights of Krynn



Below left) Doesn't the land of Krynn look nice? Unfortunately, there's a lot of evil lurking around at the moment, so keep your sword drawn and ready for combat.

Below) Who needs guns? When your magic-users can cast spells like this you can wipe out whole bands of enemies in one go. Just make sure you don't hit your own men as well.

Krynn is going to be extremely difficult.

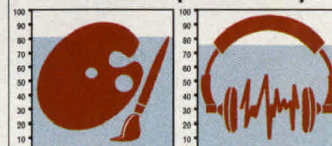
But don't for a second think that the game is impossible as it isn't. There is a party of pre-generated characters that is just about right for the difficulty of the game and all you've got to do is find out what spells and stuff they've got available to use against those horrible monsters.

For those of you who play AD&D, you will pick the game up very quickly, so for you guys it shouldn't really matter where you start in this series of superb role playing games.

OVERALL SCORE
86%



ACTION INFO
DEATH KNIGHTS
US GOLD £29.99
TEAM: SSI (1 MEG ONLY)



Death Knights Of Krynn is yet another superb role playing game from SSI. As per usual the graphics and sound are probably the best ever experienced in this type of RPG, and take the atmosphere to new heights. The game itself follows on from the previous one in the series, Silver Blades, very well. So yet again SSI have produced another top five Super league effort. And the only reason that it has not gone straight to the top is because a newcomer would probably be better off buying the other games in the series and then this one. A must for any AD&D fan.

LEAGUE RATING

2 SECRET SILVER BLADES

3 DEATH KNIGHTS

4 CHAMPIONS OF KRYNN

ROLE PLAYING GAME



You've seen the film...



You've seen the film...

MILLENNIUM

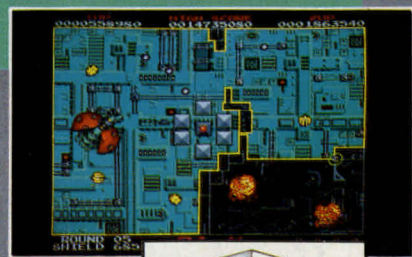
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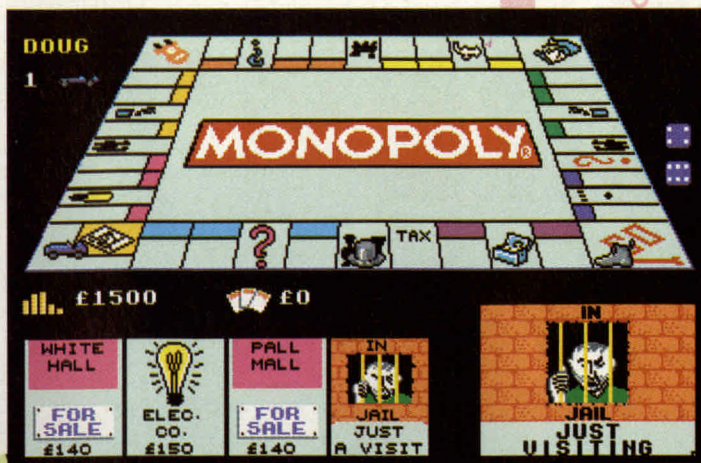
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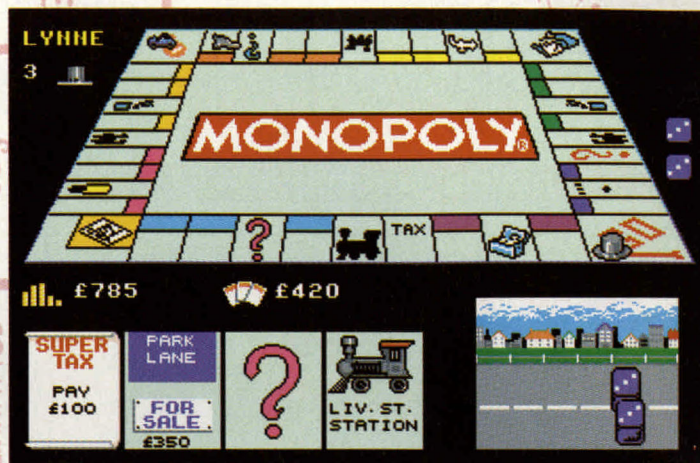
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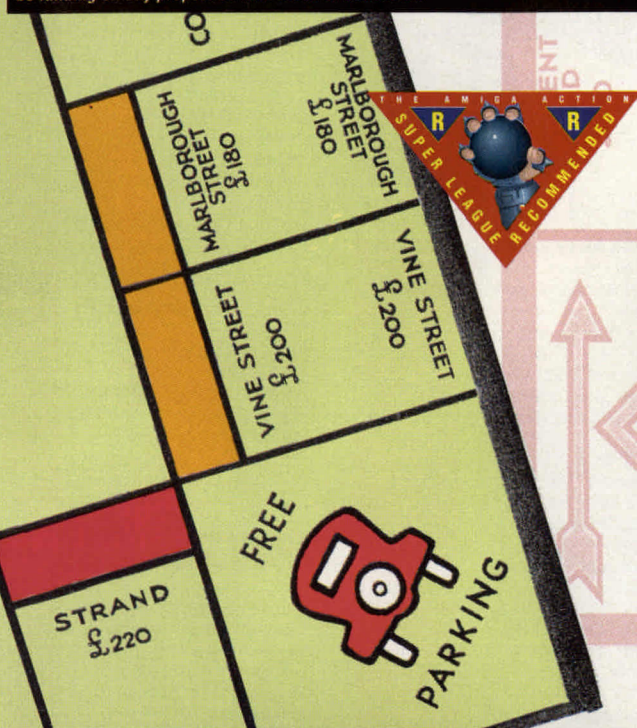


Oh well! That's the way it goes. But look on the bright side, while you are in jail you won't be landing on any properties with loads of houses on.



That's what we like to see. When you throw the dice and they both come up the same you get another go. This is a good way to get round quickly and collect another £200.

Monopoly



Community Chest can be good and bad. As you can see, this time I've hit on a piece of good luck. Let's hope that someone else gets the bad cards.



PUZZLE AND QUIZ



Although we guys here at Amiga Action like nothing better than a good arcade game to muck about with, we do sit back and take it easy now and then (well, when we're skint really – which is most of the time). So it isn't surprising when we say that Monopoly is one of our favourite games (in fact we were playing it last night).

All of you out there must have played the board game so there isn't a lot that I can tell you that you

don't already know, but for those of you who have been locked away for centuries here's the basic idea.

You play one of up to six players, and all you have to do is make your opponents bankrupt. This is achieved by buying various properties and building houses and hotels on them, and then if one of the other players lands on that property they have to pay you rent. That's it! Well almost, you'll have to buy the game to find out the rest.

OVERALL
SCORE
77%

A C T I O N I N F O



MONOPOLY
VIRGIN £19.99
TEAM: LEISURE GENIUS

Oh great! This is just what I've been waiting for. My girlfriend is totally naffed off with playing this brilliant game with me at home, but now I can just get her doing the house work again while I sit back and play against the computer. It's a bit slow, but who cares the game is still the same. However, Virgin could have left out the annoying music as it doesn't really add to the game, but does detract from the gameplay. A great day for Monopoly fans who haven't got anybody to play with (over!).

LEAGUE RATING

- 15 BRAIN BLASTERS
- 16 MONOPOLY
- 17 GEM'X

PUZZLE & QUIZ

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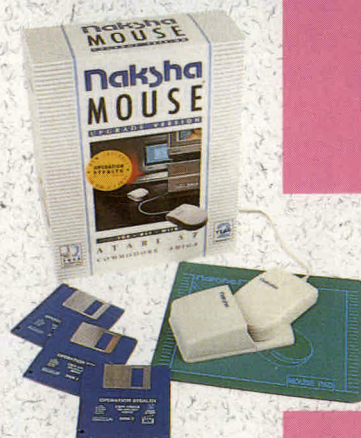
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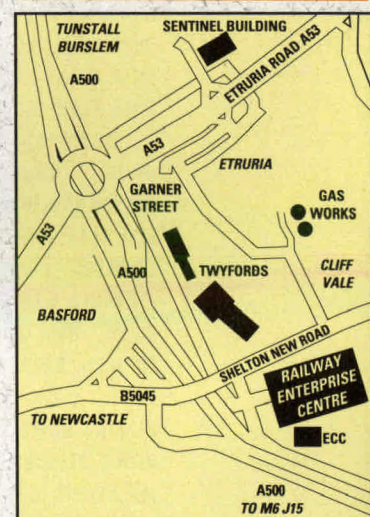
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GOVERNMENT, TRADE AND EDUCATIONAL ORDERS WELCOME

THUNDERHAWK



Flying a strike helicopter in a combat zone is a risky business and even with the advanced technology possessed by the Thunderhawk a bloody and explosive death can come at any moment. Amiga Action has arranged for Flight Commander Simmons to take you through your first few sorties and out of Eastern Europe in one piece.

Before you take off, there are a few tips that will help you out of most tricky situations. Firstly, if they can't see you they can't shoot you. Always fly as low as possible. This will keep you under enemy radar, making it harder for them to lock their missiles onto you. Also use your counter-measures to full effect. If missiles do come flying your way give them a blast with your jammers and drop a few decoys.

However, don't leave your jammers on permanently as they will broadcast your approximate position to everybody for miles in every direction. Finally, deal with immediate threats before going for your main targets as making bombing runs and other attacks leaves you vulnerable to retaliation.

CAMPAIGN AREA: EASTERN EUROPE

The Eastern Europe campaign follows an attempt by a Soviet scientist to defect to the United States of America. You must fly a series of missions that will disable the enemy forces

and decoy them away from the scientist's planned escape route.

If successful you will have bought freedom for another man.

MISSION

1

DESTROY RADAR STATION



STAGE A

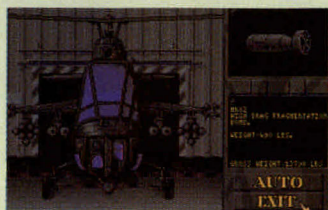
Take the automatic payload to start with. Although you can carry plenty of FFAR missiles they are rather inaccurate and underpowered. Swap some of them for extra AGM 214s giving you greater fire power.



MISSION

2

HIT THE POWER STATION



STAGE A

The standard payload provides the best choice of weaponry for this mission. If you feel that you can hit the power station with your first shot you can exchange some of the bombs for extra missiles.



MISSION

3

DECOY ATTACK



STAGE A

It's a good idea to adjust your weaponry slightly. The FFAR are cumbersome for attacking a lot of ground targets. Fire and Forget missiles like the AGM 214s are a better option.



MISSION

4

COMMUNICATIONS STATION



STAGE A

The standard payload option is your best bet for the first time. The FFAR pods can be swapped for a set of Mavericks if you feel you can succeed without the extra multi-purpose missiles.



MISSION

5

DECOY AIR LIFT



STAGE A

Drop all of your ground attack missiles and replace them with either AIM-10Bs or 11Fs. I prefer to go for the longer range missiles but unfortunately you can only carry them in very limited numbers indeed.



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small tips

Last month witnessed the birth of the new look small tips pages, or should I say columns. Although you have to turn the mag sideways we think it rather novel and hope that you do. Doing it this way saves us a page and at the same time allows us to print even more hints, tips and cheats which we know you are all keen to have. Any comments on the new look GTGA Small Tips are welcome, so why not write to the Talkback page and tell us what you think. If you don't like them then don't send in your letters!

NAVY SEALS

This is a cheat that we managed to get hold of before you, so, unfortunately, nobody wins a prize for this one. Anyway, if you're having problems completing any of the levels, why not try the following procedure?

When you're asked to enter your name into the hi-score table, type in this word: PSBOYS. Start the game, press the pause key (H) and hit the escape key to move onto the next level.



By the time you have made it past Mission 5 you will have become adept at using the most common weapons systems that can be mounted on to your Thunderhawk. Ideally you need to be able to perform several actions at the same time, such as checking the scanner for incoming missiles while lining up your own attacks.

This is by no means a solution, so try your own ideas out. For example, I have had some success using FFAR missiles against the helicopters in mission five. Although you get loads of them you do have to get close to the target to register a hit but they are handy when the guided warheads run out.



STAGE B

As you leave your base stay as low as possible for as long as possible. Once you start to encounter enemy SAM sites you will have to climb to over 100 feet or you will find yourself unable to retaliate with your AGMs.



STAGE C

When you come under fire start to dodge and weave, reducing the number hits you take. If using FFAR missiles you are unable to do this as your crosshairs will have to be kept on the target.



STAGE D

This is what the radar station looks like as you approach from your base. There are several SAM sites nearby so eliminate them before you go for the main target.



STAGE B

The enemy have hidden several SAM sites amongst the buildings of a nearby village. Your computer will lock onto the houses causing problems with your missiles. Check your target before you fire.



STAGE C

As you approach the station keep your height around 150 feet or higher and slow down to 100 kmh. Select your bombs and use the camera to line up on the target.



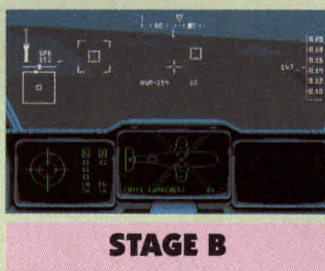
STAGE D

Before you bug out it's a good idea to just spin around and check that the station has been reduced to rubble. If not, you can make a second attack with your remaining weaponry.



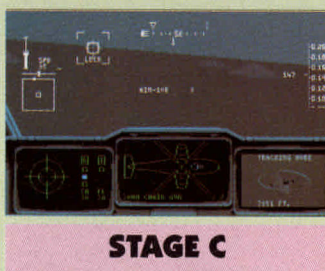
STAGE B

As you approach the base you will encounter a SAM site. Eliminate it immediately as there are more further up the river. Follow its course to the left and destroy them before banking right to your main target.



STAGE C

This is what the military call a target rich environment. Keep your speed up and fire at anything. With good timing it is possible to launch several missiles at once and they will split up, therefore hitting different targets.



STAGE C

Don't hang around for too long as after five minutes enemy helicopters start to arrive. If you are still carrying Air-to-Air missiles you will be able to fend them off otherwise you will have to resort to a dogfight using your cannon.



STAGE B

As you approach the base you will encounter a SAM site. Eliminate it immediately as there are more further up the river. Follow its course to the left and destroy them before banking right to your main target.



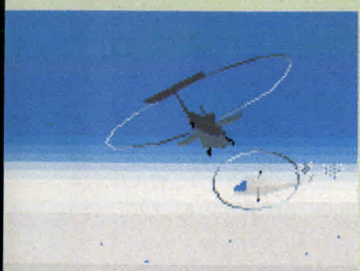
STAGE C

Your primary target consists of the small group of aerials and the dome shaped building that are clustered around the helipad. A couple of AGMs will turn them into trash without a problem.



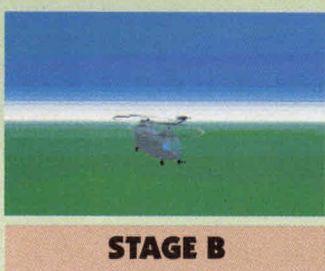
STAGE D

If you are carrying Mavericks you can also destroy this pair of concrete towers to get a full score. You can progress onto the mission if you fail to do this, therefore inexperienced pilots are advised to ignore them.



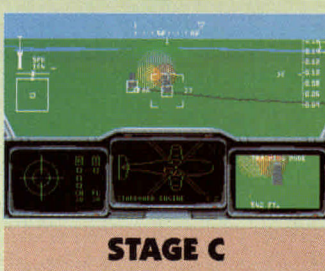
STAGE B

As you approach the base you will encounter a SAM site. Eliminate it immediately as there are more further up the river. Follow its course to the left and destroy them before banking right to your main target.



STAGE B

This is the Chinook you will be escorting. It has to stage a decoy evacuation and you have to make sure it doesn't get shot down. It will fly at 150 feet and keep its speed just over 100 kmh.



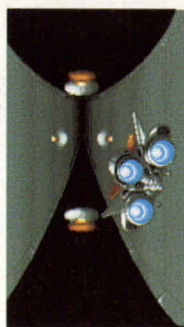
STAGE C

Use chaff and flares to deal with the enemy helicopter missiles before you retaliate. Be warned though, if you climb to above 200 to 250 feet MiG fighters will lock on to your position and that's when the trouble starts.

THUNDERHAWK

R-TYPE II

This particular game is one of my personal favourites even though it's one of the toughest blasts I've ever played. Thankfully, to make our lives a little easier, the programmer of the game has kindly supplied the cheat mode. To activate the cheat press the pause key (P), hold down the left mouse button and hit F1. The border will turn green and the R-9 will become completely invincible.



CAR-VUP

We printed a cheat for this game a few issues back which gave you infinite lives. If that wasn't good enough, you'll be pleased to know that Andrew Clarke from Eastleigh has sent us a few more codes which must be typed into the high score table. These are:

WHOOPSIE: Start on the prehistoric level.
WOARRRGH: Gives you a speed turn.
ARNIECAR: Awards you 100,000 bonus points.
BUMPER: Equips you with a bumper at the beginning of every level.
PUSSYCAT: Will give you nine lives.

Thanks a lot for the codes Andrew, we'll send you Switchblade II as soon as we possibly can.

BATTLE OF BRITAIN



Lucasfilm have really proven themselves a force to be reckoned with in the software industry and one of their finest games has to be *Battle of Britain*. Due to popular demand, and the fact that Lucasfilm have just released *Their Finest Missions*, we have decided to compile some useful hints and tips on the game. So don your goggles and your parachute and prepare yourself for some scrambling!



GETTING TO KNOW THE ENEMY PLANES

PLANE	OBJECTIVES	CREW	TOP SPEED	RATE OF CLIMB	RANGE	ARMAMENTS	FACTORS
SPITFIRE  	Fighter aircraft	1	355mph	2,530 feet per minute	395 miles	Guns – eight Browning .303 caliber machine guns, four mounted in each wing with 300 rounds per gun.	Good speed and agility. Cannot out climb a Bf109.
HURRICANE  	Attack bomber formations	1	320mph	2,420 feet per minute	460 miles	Guns – eight Browning .303 caliber machine guns, four mounted in each wing with 334 rounds per gun.	Extremely durable, good fighter range.
BF109E-3  	Bomber support fighter	1	354mph	3,280 feet per minute	410 miles	Guns – two 20mm MG FF cannon with 60 rounds per gun mounted in the wings. Two 7.92mm MG 17 machine guns with 1000 rounds per gun mounted in the fuselage.	Good rate of climb, heavily armoured.
BF110C-4/B  	Fighter bomber	2	349mph	2255 feet per minute	528 miles	Guns – two 20mm MG FF cannon with 160 rounds per gun in the nose. Four 7.92mm MG 17 machine guns with 1000 rounds per gun also in the nose. One flexible 7.92mm MG 15 machine gun in the rear of the canopy. Warhead load – two 550 pound bombs beneath the fuselage.	Very versatile, very fast for a bomber.
JU87B-2  	Dive bomber	2	237mph	12 minutes to 12140 feet	373 miles	Guns – two 7.92mm MG 17 machine guns with 1000 rounds per gun mounted in the wings. One flexible 7.92mm MG 15 gun with 900 rounds mounted at the rear of canopy. Warhead load – One 1100 pound bomb beneath the fuselage. Four 110 pound bombs beneath the wings.	Blitzkrieg tactics, lack of speed.
DO17Z-2  	Bomber	4	265mph	3.3 minutes to 3280 feet	721 miles	Guns – Five 7.92mm MG 15 machine guns with 750 rounds per gun – one mounted in the nose, one mounted at the upper part of the canopy facing rear and two at the center of the fuselage facing left and right. Warhead load – Four 550 pound bombs totaling 2200 pounds.	Long range bomber, very tough against attack.
HE111H-3  	Long range bomber	4-5	273mph	30 minutes to 14765 feet	745 miles	Guns – Five 7.92mm MG 15 machine guns with 750 rounds per gun – one in the nose, one in the fuselage above the wings, one in the gondola beneath the fuselage and two at the waist windows at the center of the fuselage. Warhead load – Eight 550 pound bombs or four 1100 pound bombs totaling 4400 pounds.	Long range bomber, heavy bomb load, easy to attack.
JU88A-1  	Medium bomber/dive bomber	4	280mph	23 minutes to 17715 feet	1453 miles	Guns – Three 7.92mm MG 15 machine guns with 750 rounds per gun – one mounted in the nose, one mounted on the top of the fuselage above the wings facing rear and one mounted in the gondola beneath the fuselage facing rear. Warhead load – Six 550 pound bombs or three 1100 pound bombs totaling 3300 pounds mounted beneath the fuselage.	Heavy bomb load, long distance, vulnerable to fighter attack.

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CHIP'S CHALLENGE

James Harrison from Liverpool has been working very hard on the incredibly addictive *Chip's Challenge* by Epyx. So, here we go with the codes for the first 75 levels. Next month, if you're lucky, we may print the final codes.

LEVEL	CODE
1	BDHP
2	JXMJ
3	ECBQ
4	YMCJ
5	TQKB
6	WNLP
7	FXQO
8	NHAG
9	KCRE
10	VUWS
11	CNPE
12	NVHI
13	OCKS
14	BTDY
15	COZQ
16	SKKK
17	AJMG
18	HNJL
19	MRHR
20	KGFP
21	UGRW
22	WZIN
23	HUVE
24	UNIZ
25	PQGV
26	YVYJ
27	IGGZ
28	UJDD
29	QGOL
30	BQZP
31	RWMS

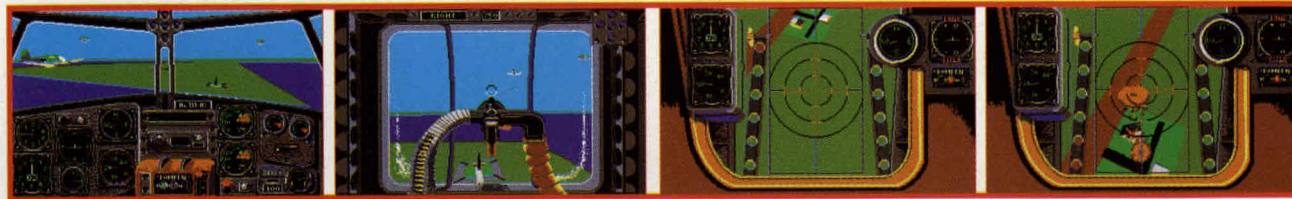
ATTACKING THE ENEMY



RAF – The Spitfire is extremely fast and has a very good turning rate so shaking off enemy planes should be easy. The Bf109 has a very good rate of climb and it will regularly use this advantage to avoid being attacked. It's worth risking a stall to climb and attack the enemy as he will be flying straight and not turning. The Hurricane's main advantage is its strength. When attacking bombers this ruggedness will prove invaluable. Attack bombers from beneath as their guns will not be able to target you.

LUFTWAFFE – When bombing keep an eye on the attack indicator to find out where enemy planes are coming in from. The rear gunner position is the most effective as it has a greater radius than the side guns. Use the side guns when enemy planes overshoot your bomber. The Bf109 has a very good climb rate – use this to your advantage. When planes are behind perform a full loop and you should come round slightly above them. Use your 20mm cannon to disable the enemy but not to blow it up.

MAKING A BOMBING RAID

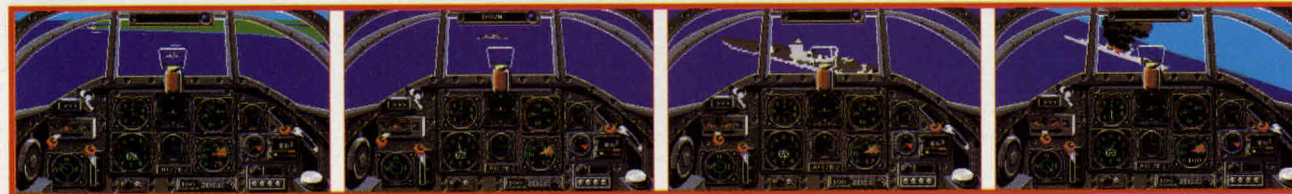


If you fly your bomber at an altitude of less than 500 feet you won't be detected by the radar system and no fighter will scramble to intercept you. If you are attacked,

maintain a close formation with the other bombers as this will allow the combined fire of all your squadron's guns to bear down on the enemy. Find a comfortable

speed and altitude from which to drop your bombs and stick with it throughout all your missions, using the rings on your bombsight as an indicator.

BOMBING A CONVOY



Always use the down view when dive bombing as it proves perfect for lining up your target and checking whether you are over it. Once you are prepared for your

dive switch on the speed brakes which will allow you to control the bomber more easily. Align your sight on the target and release the bomb at about 2000 feet. Pull

out of the dive at 1000 feet. You can release the bomb closer to the target to be sure of a definite hit, although pulling out at the last moment could prove disastrous.

BOMBER INTERCEPTION



Intercepting bombers can prove extremely tricky, especially if they have fighter escort. To avoid tail gunners, fly underneath the bomber formation and then pull up, being careful not to stall. Bombers are more

vulnerable from underneath as their gunners cannot steer their guns below.

If a bomber makes a break for it, leave him alone and concentrate on the other ones. If you have time destroy the fighter

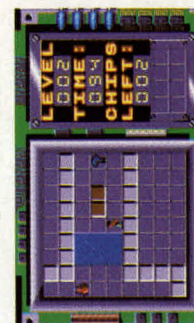
escort first as they will sneak up on you while you are firing at the bomber formation. Attacking bombers from the front is also advised as their cockpit has limited protection at this angle.

BATTLE OF BRITAIN

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WARZONE



Hopefully, you should have successfully battled your way through the first four levels of Warzone and be ready and waiting for the next slice of action. We've decided not to print the solution for the final level, because some people don't agree with complete solutions and tend to write in and complain.

LEVEL 5

Firstly, collect the 3-way found at the start of the level and, if you're playing in one player mode, don't exchange it for the grenade lobber. If you're not playing with a partner, stop what you're doing and drag a mate round. The ideal way to complete this level is for the first player to have the 3-way and the second player to have the grenade lobber to hit the targets behind the walls.

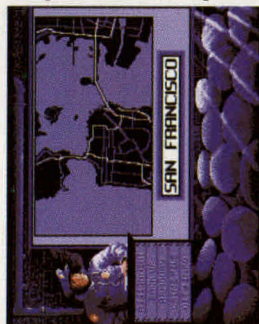
As you progress you'll realise that this particular level is a sort of maze. So, before you begin, pause the game and consult the screen link. This way you can plan your route in advance and make sure you don't miss out on any weapon power-ups.

The armoured doors can be destroyed easily and safely by standing adjacent to the wall which contains the door. This method ensures that the bullets fired from the door plough into the wall, leaving you to fire in safety.

To defeat the end-of-level guardian you ideally need the rocket launcher. Towards the end of the level, you're given two chances to collect it, so really there's no excuse.

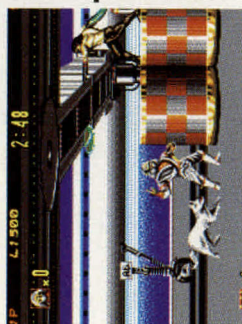
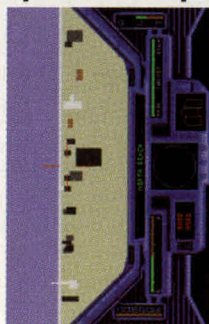


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THE KILLING CLOUD

Experienced Killing Cloud cops will know that clearing the streets of the Black Angels is no easy feat. This task is made even more difficult when you find out that you're limited to 10 nets and you're limited to 10 pups. However, thanks to Tom Hayward of Avon, you can now begin the game with 28 pups and 29 nets. When the game asks for a mission code, simply enter 1KILLING with no spaces.



SHADOW DANCER

Yes, I know we gave you a cheat last month which gave you



Unfortunately, there's no safe place to stand, but there are four secret bonuses hidden in each corner of the screen. To reveal them simply fire in the relevant corner. The one hidden in the top right of the screen is a medical kit.

LEVEL 6

At the beginning of the level, two weapon crates can be seen. It doesn't really matter which weapon you take, but personally I prefer the 3-way because it gives you a wider arc of protection.

However, progressing a little further reveals a guided missile launcher, so try your best to keep hold of this for the rest of the level.

Midway through the level, a train blocks the way. If you stand behind the wall and stick your gun around the side, it's possible to destroy it without receiving any damage.

A couple of tanks need taking out on the bridge and you can do this while standing in a relatively safe position. As soon as the tank appears on the screen, stand back and fire continuously. The tank's missiles run out of gas before they reach you, so you only need to concentrate on avoiding the bullets.

LEVEL 7

The gun points implanted into the ground can only be destroyed with either a grenade launcher or a guided missile. The enemies' own guided missile launchers only have a short range so you will find that it's possible to pick them off from a safe distance.

A bit further on you'll encounter three helicopters. By hiding behind crates and firing at a 45 degree angle you can take out the helicopters without losing any energy.

Finally, a tip that applies to all levels. If you've got an auto-fire joystick, walk around the levels with it turned on and the chances are that you'll reveal hundreds of hidden bonuses.

WARZONE

infinite credits, but wouldn't it be better if you could jump levels? During the game hold down the following keys: DCFVGBHNSX.

We haven't tried this one I'm afraid because our copy of Shadow Dancer failed to load. Thanks to Ravinder Hargon of Birmingham for this cheat, who'll receive the game of his choice.



IK+

We've received this cheat from a number of people, but first out of the hat was Mario McLaughlin from N Ireland. Considering this game has just been released on budget and on a couple of compilations, it's definitely worth printing this cheat to help any newcomers out there. Whenever you get knocked down, press the space bar followed by the fire button. You'll now be invincible for the rest of the round.

Well that wraps it up for another month. I am sorry that we didn't give away too many prizes, but a lot of the cheats were obtained from our own sources and not yourselves. Anyway, don't get too disheartened and keep sending in those cheats.

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On your journey you will come across gateways and portals into other areas. Some are open, but others are locked so you'll need to find the key to get through.



The map helps you find your way around the land (quelle surprise). The green gems here denote the Wizard's towers



Blade Warrior

ARCADE ADVENTURE



Mist rolls across the hill tops, swirling around the trees and rocks. Flashes of coloured, fluorescing light silhouettes two figures locked in a deadly battle. Not a physical battle but a struggle between two minds. Magical energy arcs between the two fighters, picking out their features in brilliant white light.

You recognise the men in this mortal struggle. The larger, Murk, launches powerful attacks against his foe, his chaotic personality freeing him from feeling pity and remorse for his enemy. Defending himself from the deadly onslaught of raw power is Ginti. He does not retaliate as even in death he feels sorrow for his barbaric opponent, the pureness of his heart showing through the pain and agony.

Suddenly the skirmish reaches its peak. The pair of fighters freeze, matching each other's power exactly. The seconds slow to minutes as each probes his opposite's mind, searching for a weakness that will break the resolve of his enemy.

Without a sound it is all over. Skin and bone crumble to dust to be swept away in the breeze. Ginti is no more. The sky darkens, black clouds obscure the sunlight.

Raising his arms to the sky Murk, the Prince of Darkness, roars in delight. He is now the master of all the land!

If your homeland is to see the light of day again Murk must be banished or killed. You must take up arms against the new ruler and defeat him.

To defeat the Dark Lord you will have to build up your magical powers to a level that can challenge his abilities. To do this you must explore your homeland, collecting a number of artefacts as you go. There are slots for each of the 14 pieces on your inventory screen. This will also show you which fragments of Ginti's tablet you possess.

Visiting the local Mages will allow you to improve your magical prowess. They will be able to combine mixtures of raw energy with any artefacts you have to concoct new spells that will greatly aid your quest.

When you have built up the power to face Murk in combat to the death, your magic will be tested to its limit. He will attempt to smash your mind and turn you in to a zombie. Only if you have the strength to resist him will you survive and save your home.

OVERALL
SCORE
74%



While crossing a bridge you are ambushed by an undead creature. The skeleton charges with his sword raised. He can protect his body with his shield so aim for his skull.

A C T I O N I N F O	
	BLADE WARRIOR IMAGEWORKS £25.99 TEAM: JASON KINGSLEY

Blade Warrior has been in development for years now so I was expecting something a little special. To say I was disappointed is an understatement. The silhouette graphics are unimpressive and despite being rather basic still jerk. The gameplay is a little better, the long term strategies can be quite interesting but unless you are a dedicated player you will lose interest too early on. To sum up, although first impressions are bad if you persevere Blade Warrior does evolve into a reasonable game.

LEAGUE RATING

47 OMNICRON CONSPIRACY

48 **BLADE WARRIOR**

49 CHAOS IN ANDROMEDA

ARCADE ADVENTURE



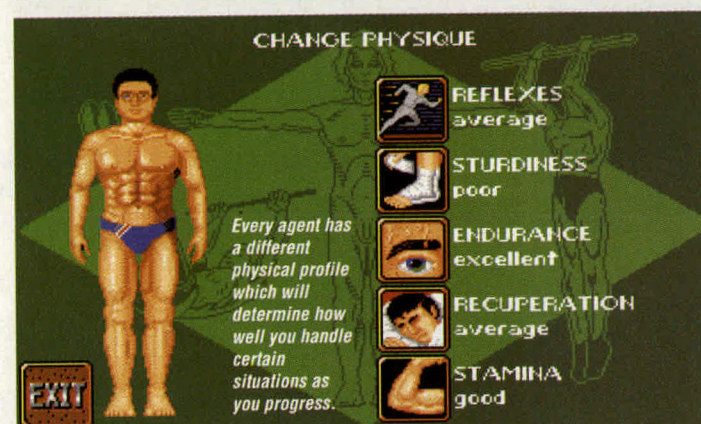


Flames of Freedom

The headquarters of the Atlantic Federation is located on Coral Island. From here, you can click on any of the five doors to take you to a different department.



Any character can be created from scratch using the built in creation system. For those of you who can't be bothered to do this, a default agent is supplied.



ARCADE STRATEGY

The original Midwinter was released around two years ago and was warmly welcomed by the computer press and public alike. Microprose claim to have sold thousands of copies even though after only a few days play, most people found it relatively easy to complete once the gameplay technique was mastered.

The Atlantic Federation is still a major force even though its original home, Midwinter Island, had long since disappeared beneath the rising sea levels. It therefore had no choice but to relocate to a nearby island named Verde.

This small, well situated island is part of an archipelago located on the western coast of Africa. The island of Verde was officially renamed Agora and immediately became the new headquarters of the Federation.

Agora is the most westerly of 42 islands. The neighbouring islands have, for thirty years, been controlled by the dark forces of the Saharan Empire.

Reliable intelligence reports have led the federation to believe

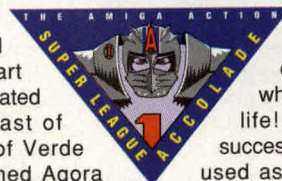
that Agora is their next target.

Life for most people on the Saharan controlled islands is atrocious. The majority have been transported back to the African mainland to be used as slaves and those who remain serve the Saharan Empire's desires for economic and political supremacy.

As the only remaining island free from Saharan control, it has been decided that the federation will launch a counter operation aimed at preventing the dark Empire from gaining full control over Agora.

Playing the part of a top agent from COBRA – the Atlantic Federation Security Council's underground network, you will be sent on a series of dangerous missions which may cost you your life! If the operation is a success the people, currently used as slaves, will be freed once again.

The one thing you don't really know is the date the Saharans plan to attack Agora. Therefore, it's crucial to liberate as many neighbouring islands as possible to give the Federation a better chance of withstanding the attack. Once the Saharan attack fleet begins to



A	C	T	I	O	N	I	N	F	O
FLAMES OF FREEDOM MICROPROSE £34.99 TEAM: MAELSRUM									

Midwinter thoroughly deserved the success it received even though it proved rather disappointing in the long term. The same cannot be said about *Flames Of Freedom* whose difficulty level is set exceedingly high. The well structured missions and the superb manual help to combat any initial difficulties. The graphics have also been vastly improved over the original, being a fair bit faster and less repetitive. If you liked *Midwinter* or simply enjoy arcade strategy games, add this to your shopping list.

LEAGUE RATING

2 ARMOUR – GEDDON

3 **FLAMES OF FREEDOM**

4 MIDWINTER

ARCADE STRATEGY

OPERATION WILDFIRE!



Displays a report on the island on which you intend to complete the mission.



Each mission comprises a series of objectives, detailed here.



Shows the route and time you will take when you travel to the island.



A summary of the intelligence already gathered on the island.



Your transport on arriving at the island will be displayed here.



Most missions will require the use of weapons, detailed here.



Illustrates the names and portraits of the people on the island willing to help.



set sail, you will not be able to complete any more missions.

Before you begin your quest for freedom, you must decide whether to control the provided agent or create your own. The latter of the two options gives you complete control over a unique and flexible character creation utility. Not only can you define the character's attributes, but his physical appearance can be altered too.

Once you're happy with the character's cosmetics the level of play can be finely adjusted to ensure that the game isn't over immediately. Newcomers will welcome the addition of the earlier missions which require you to overcome only one island. From here, you can gradually build up your skills until you're prepared for the full scale mission of attempting to control all 42 islands.

Once you've decided on the mission a brief description from a superior commander is given and

the action really begins to hot up. Usually you'll meet a contact, near to the point of where the mission will take place, who'll provide the necessary hardware required to complete the operation.

If you've chosen one of the later missions, prepare to use your head as well as your arcade skills as it's not just a simple matter of searching out targets and destroying them. The success of the mission could well be decided in the initial planning stages particularly when you choose which mode of transport you will use.

There are 22 modes of transportation including tank, minibus, ship, balloon, helicopter, rocket pack and flying sub to name but a few. Each one of these is represented by its unique cockpit and to completely master the game it will be necessary for you to completely learn each inside out!

OVERALL
SCORE
89%



The secret police have captured you. You languish in your cell, waiting for a chance to escape. Your guard today is Murphy. Will you do nothing or will you take destiny by the throat?

Being a secret agent sometimes lands you behind bars. To escape you'll be required to use either your money, force or sex appeal!

The finite aim of the game is to gain control of as many islands as possible. Each one has a skull rating which determines the level of difficulty.



This man details the missions that are currently available, although ultimately it's your decision whether to take on the mission or not.

A 3D landscape view is provided which allows you to identify types of terrain, people, buildings and other vehicles. The individual colours display the varying types of terrain.



A close up of an island indicates the location of enemy troops, ammunition dumps and available transportation modes.

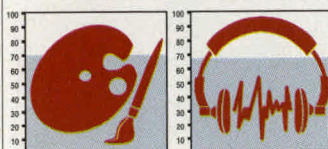
There are 22 modes of transport available and you must decide which one to use in order to carry out the mission discreetly.



083
AMIGA
ACTION

ACTION INFO

SARAKON
VIRGIN £19.99
TEAM: STAR BYTE



I do enjoy a challenging puzzle game, but unfortunately this one isn't. Having to click on tiles with the mouse pointer so they disappear from the screen is not hard and anyone should be able to beat this game after a short while. Not something I would highly recommend to puzzle fans.

LEAGUE RATING

38 SWAP

39 SARAKON

40 BALL GAME

PUZZLE & QUIZ

(Left & far left) At the start of the game things are fairly easy with not too many tiles to match up, but it soon gets a lot harder and the later levels have numerous piles of tiles to get rid of.

Sarakon

PUZZLE AND QUIZ

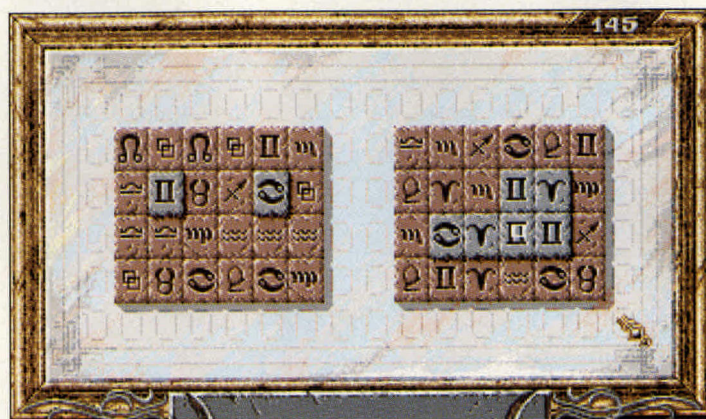
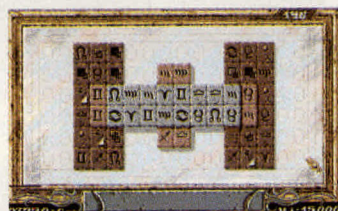


The basic idea of a puzzle game is for it to be something that will entertain you, while at the same time tax your mind and puzzle you – makes sense really. So how come the majority of puzzle games that are being released these days are so easy? Those which are dead easy are all very nice to the point that they are fun to beat, but once beaten people very seldom bother to ever play it again. Sarakon it

must be said is easy! But at the same time it can be quite hard. All you have to do is pair tiles together until you have matched every tile on the screen, you can then progress to the next level. The problem is that there are so many

tiles that your eyes can't make the matches that easily and it can sometimes take forever to find two tiles that match. That's it really!

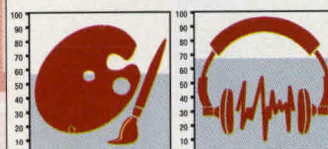
OVERALL
SCORE
56%



Swap

ACTION INFO

SWAP
PALACE £25.99
TEAM: NICK



Oh dear! This is a pretty naff puzzle game. One look at the screen shots reveals that the game isn't exactly overflowing with a variety of graphics, and even if it seems a little addictive at first it doesn't last for long. Not a great game, and one that probably won't even appeal to puzzle fans.

LEAGUE RATING

37 SPORTING TRIANGLES

38 SWAP

39 BALL GAME

PUZZLE & QUIZ

When you first start it's really easy to find tiles to match up, but as you get further into the game you start to have to do a bit more thinking.

PUZZLE AND QUIZ



The basic idea of Swap is simple. Each level will present you with a screen

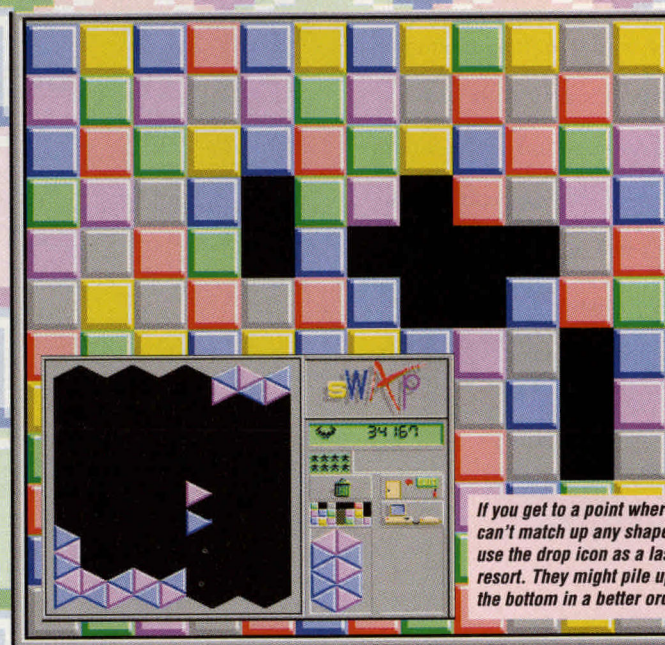
full of coloured shapes. You must swap tiles around so that they match up with others of the same colour. Matching tiles will disappear from the level and it's up to you to get rid of every single one. If you do, it's on to the next level.

It's easy until you get down to the last few shapes on a level.

Now you really have to think about what you're doing or you'll end up in a no win situation. If this happens you can rectify it by using the trashcan to undo your last turn.

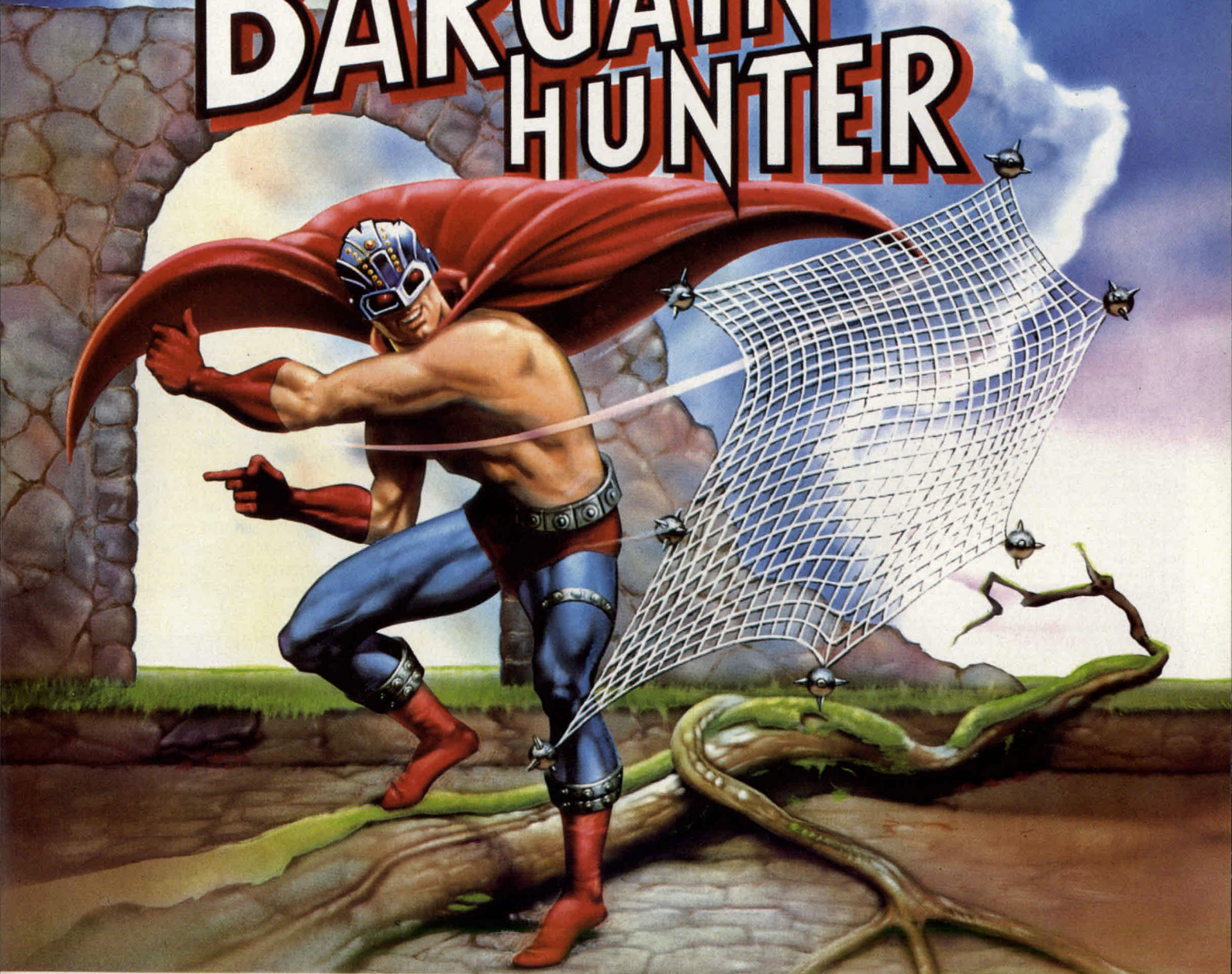
This isn't the only way to sort things out. Separate some of the shapes from the others and if you can't match them up, activate the drop icon. This will make the shapes drop to the bottom of the screen changing their formation.

OVERALL
SCORE
56%



If you get to a point where you can't match up any shapes, use the drop icon as a last resort. They might pile up at the bottom in a better order.

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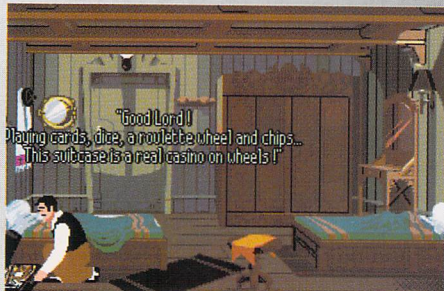
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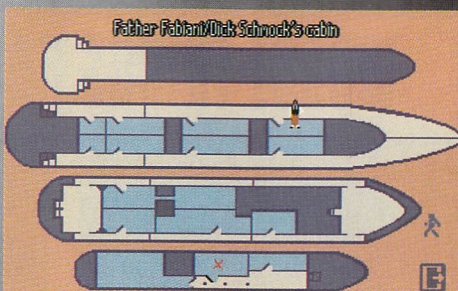
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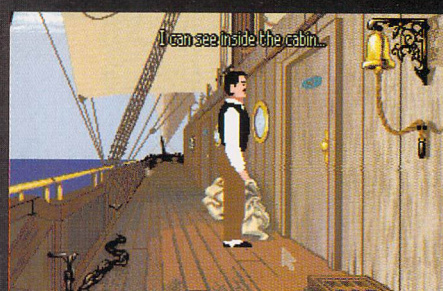
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Throughout the game, it will be necessary to look into the lives of the people on board. Therefore, you may have to spy on somebody through their cabin window!



A map of the yacht is provided, so it's possible to change location at any time without the hassle of walking through all the other rooms.

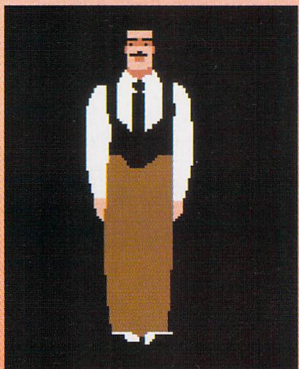
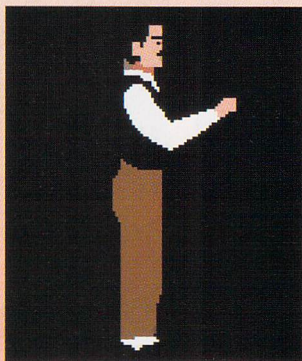
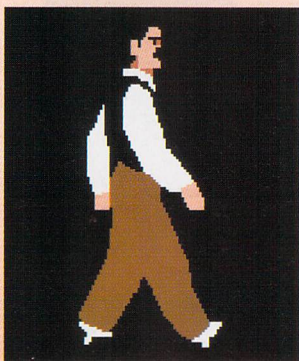


It soon becomes apparent that Father Fabiani is an ardent gambler. However, he doesn't like to talk about this problem that could cost him his job.

Cruise For A Corpse

CALL THE COPS

The main character is formed using a number of polygons and therefore, it's possible to expand the sprite to whatever size is necessary. This technique is best illustrated on the deck, when Raoul remains perpetually in perspective regardless of his screen position.



ADVENTURE

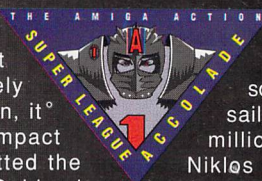


For those of you who don't know, Delphine are a relatively small French development

team who have made their mark on the software scene with just two releases. Cinematique, their unique and incredibly powerful adventure interface, has enabled them to create two of the finest interactive movie adventure games ever.

Future Wars was released two years ago and while it wasn't hugely successful in Britain, it made quite an impact overseas and whetted the appetite of US Gold who immediately took on Delphine's next adventure, Operation Stealth.

Not a team to rest on their laurels, Delphine's latest and almost definitely their finest was already under development when most of the games playing world were frantically trying to solve the



mystery of the missing Stealth Bomber. After several annoying delays, Cruise For A Corpse is finally complete and all set to sail into the lives of adoring adventure fans everywhere.

With it comes an improved Cinematique system that looks set to become the heart of any future Delphine products. Another big change is the time period. Whereas the first adventures were set in the future, Cruise For A Corpse is set way back in the 1920s on a three masted yacht belonging to Greek shipping magnate Niklos Karaboudjan.

Every now and then, Niklos invites his family and close friends to join him on a dream cruise in the Mediterranean. On this particular occasion he decided to invite Raoul Dussentier, who is a top Inspector from Paris.

Naturally, Raoul accepted this incredibly generous invitation.

Unfortunately, he couldn't have foreseen what was soon to happen. No sooner had the yacht set sail than the host, multi-millionaire businessman Niklos Karaboudjan, was discovered dead. He'd been brutally murdered in his study. He was found by his Butler late at night, face down with a dagger stuck in his back.

Raoul was summoned in his professional capacity to investigate the crime.



Most of the ship's employees are stubborn and are always too busy to offer any kind of assistance. Never mind, you can always search those laundry baskets.



However, while slowly inspecting the corpse, he was mysteriously hit over the head.

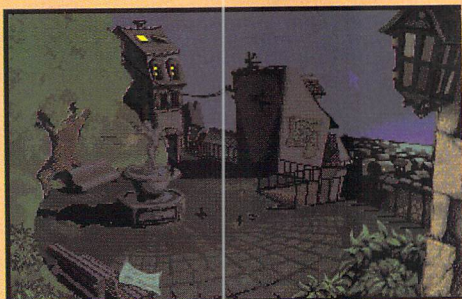
The following morning, Raoul came round to discover that the corpse had been nicked. It's now up to him to find the body and reveal the identity of the person responsible for this sinister crime.

Since the yacht is at sea, the murderer is still around, maybe planning another brutal attack!

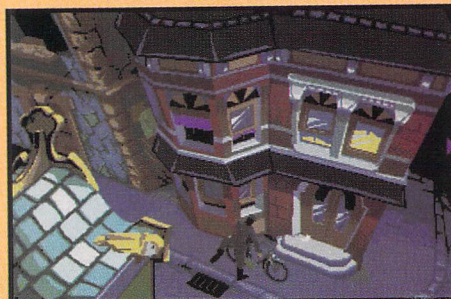
You take on the role of Inspector Raoul Dussentier. It is up to you to gather the various clues and interrogate the other guests in an attempt to stop any similar crimes being committed.

It was mentioned earlier that the Cinematique system had been improved. The biggest improvement can be found on the character who is now displayed in polygons rather than as a pre-defined image. This enables him

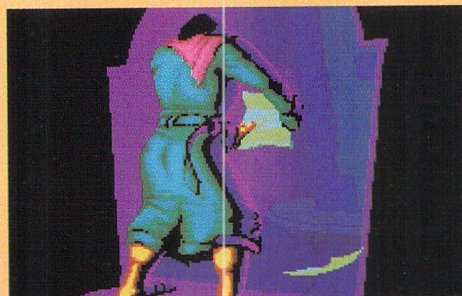
WORST THINGS HAPPEN AT SEA



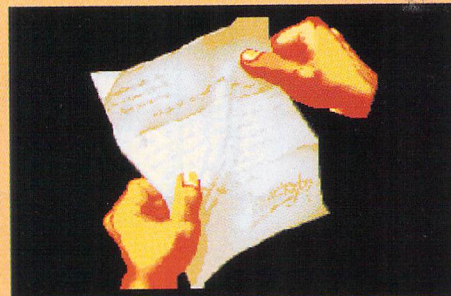
Paris, April 1927. It was a cold spring morning.



Destiny finally decided to knock on my door.



A few phrases scratched on an envelope. A seemingly harmless invitation.



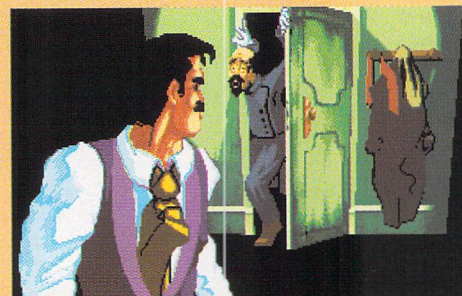
This gave me a taste of the pleasant idea of a beautiful sunny vacation.



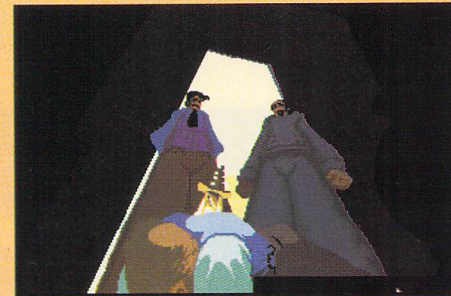
On board the magnificent sail boat of my host, the wealthy Niklos Karaboudjan.



However, immediately after my arrival at the seemingly idyllic location...



"Inspector... Come quick! Something awful has happened to my master!"



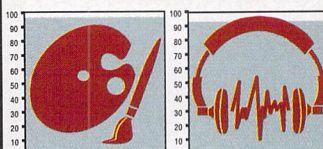
I followed the butler to the scene of a crime. Karaboudjan was there on the floor, DEAD!

ACTION INFO

CRUISE FOR A CORPSE

U.S.GOLD £25.99

TEAM: DELPHINE



The first Delphine adventures were great games, but they did contain a couple of minor faults. Delphine have improved the famous adventure system and created one of the toughest adventures I've ever played. The main character adds an extra dimension, but it fails to shadow the superb bitmapped backdrops. Newcomers to adventure games may find it hard, because you can perform most actions in any order. However, *Cruise For A Corpse* is a real treat that will doubtless appeal to any games playing Amiga owner.

LEAGUE RATING

TOUCHDOWN

1 CRUISE FOR A CORPSE

2 INDIANA JONES

ADVENTURE



to be displayed in perspective, regardless of his on-screen position.

Object manipulation is also taken one step further. Every room contains several objects, each of which could hold vital clues. To find out what can be done with an object, you can simply position the mouse pointer over it and click the left button.

A list of verbs relating to the selected object is displayed on-screen. This allows you to place the pointer over the required verb and order your character to perform the action.

Although the objects play a

major part in solving the crime, so does the interrogation of the guests aboard the yacht. To hold a conversation, another new system is incorporated. When a character is in the room you can decide to speak to him/her by selecting 'speak' from the verb menu.

Following this, a list of topics of conversation are displayed relating to the character which allows you to question the suspects on information you've gathered previously.

According to the answer, new topics of conversation may be added to the initial list. This is not exclusive to the current character

and therefore, if you return to another guest the topic may be added to his list as well.

After playing *Cruise for a while*, you'll realise that it doesn't progress in a manner similar to *Future Wars* or *Operation Stealth*.

Rather than produce a linear adventure, Delphine has made it possible for you to complete *Cruise For A Corpse* in a variety of different ways. Initially, this makes your progress harder.

Luckily, a clock updates by 10 minutes each time you solve a clue!

OVERALL
SCORE
93%

088
AMIGA
ACTION



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U001	A-Gen (1 meg)	Trace your ancestors
U003	Alpha Flight Demo Creator	With instructions
U005	Amibase	Excellent database system
U006	Amigazer	For those astrologists
U011	APDL 71	3D Art, iconmaker, etc
U012	Anti-virus disk	Useful Killer
U014	Batmania	Batman's alternative workbench
U016	Biorhythms (1 meg)	Chart your feelings
U017	Business pack (3 disks)	D/base, S/sheet, W/P
U020	C-Manual (3 disks)	Guide to C-programming
U024	Catalogue Maker (2 disks)	Good; be patient!
U032	Enable	Puzzle creator
U033	Education 1	Learn German
U035	Education 3	Weather
U039	Flexibase v2.0	Popular database
U092	Cartoon Brushes	Lots of famous characters
U043	Intromaker	As it sounds. Good
U045	Jazzbench	Another good W/B alternative
U049	Mandlebrot Explorer	Excellent pics
U050	Master Virus-killer	Recognises over 100 viruses. Essential
U052	Business Card Maker	Simple, but useful
U053	North C	Compiler
U061	Games Music Creator	Fav. composition writer
U062	House Samples 1	Loads samples. Suitable for GMC etc.
U063	House Samples 2	More of above
U073	Sid v1.06	CLI helper. Very popular
U075	Spanish Tutor	Bueno!
U076	Star Trekker	8 channels, sampler. Superb
U083	Workbench Fun!	More W/B alternatives
U084	Wordwright	For all you ditzies!
U089	Journal	Very good account-handler
U090	Text-editor	Also text-paint
U091	Chet Solace	Utils. extravaganza plus game
U093	Jamcracker	Songcreator from Vision. Well presented
U094	Times No.3	Good P.D. disk-mag
U096	Zine No.9	Another magazine. Good stuff
U097	Red Sector demo-maker	Recent. Exc. disk

DEMOS

D001	Alcatraz Megademo (3 disks)	Superb intro & graphics
D004	Amaze	Revolutions
D006	Anarchy Music Disk	Catchy stuff
D010	Animations '91	3 anims, including rocking chair
D012	AMOS Game creator	Demo of AMOS's capabilities
D015	Agatron Star Wars (1 meg/2 disks)	Captivating graphics
D016	Acid Music	Some wicked mussec & graphecs!
D017	Addams Family	Slideshow of TV series
D020	Bowie Demo	David Bowie of the past
D022	Budbrain Megademo (2 disks)	Still one of the best disks around
D021	Budbrain 2	The equally brilliant sequel
D023	Bass Megademo	Electrifying graphics & pulsating beat. Get it!
D024	Batman	The movie animation
D027	Beastie Boys	Excellent presentation
D032	Cheap-o-prodn.	Funny cartoons
D033	Cokeman/Smurf anim (1 meg)	high-res animations
D036	Coma/Cebit/Victory (1 meg)	Classic Acid-type demos
D037	Cool Cougar (1 meg)	Classy cartoon
D041	Congram (1 meg)	Bongo player anim.
D048	Dream goes Berserk (1 meg)	Astounding graphics & imagination
D049	Desert Island slideshow	Gruesome pics. Good
D051	Dragon's Lair 2	Preview of game

D057	Donald where's you trousers?	Tuneful ballad
D058	Enterprise leaving dock	Famous animation
D060	Elvira	The sexy lady endows herself!
D061	Elvira Activities	Now move her body!
D062	5 Ways to kill a mole	Funny. Not for animal lovers!
D063	Fillet the fish	The possible sequel to Puggs. A must
D064	Fraxion Fantasy	Gothic slideshow
D067	Fraxion Horror	Chain-saw macabre cartoon. V. popular
D069	Franklyn the Fly (1 meg)	Long cartoon on cute little Franklyn
D075	Girls of sport	Pretty shots of talented girls
D078	Goldfire ultimate fx	Excellently produced. Watch those bobs!
D082	Holsten Pils	Demo reproduction of ad.
D083	Home & Away	Down-under disk
D088	Iris demo	One of the best demos I've seen
D092	Iraq demo (1 meg)	Topical cartoon. Bush meets Saddam! Bang!
D099	Jesus loves Acid	Mindblowing music and graphics
D103	Legend of Billy the Kid (1 meg)	Long-running animation. Good
D106	Madonna cartoon anim	One for the fans
D114	Mike Tyson anim.	Well compiled
D117	Magician v2.0	Recently appraised animation. Recommended
D125	Napalm Death	Slideshow & music from these...er...musicians
D126	Neighbours	Slideshow from Ramsay Street
D128	Punk croc crew megademo	Now see Jason get shot! Hal
D129	Puggs in Space	Brill cartoon. Puggs finds it's a different world
D131	Pussy : Innership	Demo, Music, Game. Recommended
D132	Phenomena demo	Top-quality demo
D143	Ray-traced pics	Some lovely pictures. Loads off W/B
D146	Red Sector megademo (2 disks)	RSI's classic
D148	The Run (1 meg)	T. Richter's car-chase animation. Good
D151	Real Thing's 'Birds'	Lovely graphics from RGB studios
D154	Subway Clapping World	Music & graphics. Oldie favourite
D162	Stealthy Manouevres (1 meg)	Excellent demo
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatron no.17 More like above. Good
D184	Treacle megademo (3 disks)	Some quality demos here
D189	Viz slideshow	Fat slags & others in this slideshow
D191	Ugly Mug	Anim. of a spinning mug. Good presentation
D197	Trash Pack No. 1	Good music & intro from Amiga
D200	Silents Bluehouse (2 disks)	Game, demo & great music. Excellent
D201	Sickness simulator	Amusing sounds such as farts, belches etc.

MUSIC

M001	808 State remixes	Four good tracks
M002	100 C64 tunes	Faves from the Stoneage machine!
M004	Abercrombie's	Original compilation
M006	Batdance remix	Really good disk. Catchy stuff
M010	Bachbusters	An alternative sound to composer's version!
M013	Crusader's Bacteria	Excellent production from the music maestros
M016	Depeche Mode	8 Tracks of reasonable quality
M023	Digital Concert 2	Flash prod'n's. First of five compositions
M028	DJ Disco Leif's Hits	Really good presentation and beat
M032	Godbrain loves the world	Great acid-house musak
M038	Hugo's Excentria	This has to be one of the best music disks
M039	I Love Technology	Recent production from Beatmaster. Good
M041	Ketrens Jukebox	Good presentation and lots of tunes
M052	Original Rips 3	Compilation of the best PD music
M057	Powerpack 3 (1 meg)	Includes Vanilla Ice track
M062	Random Access	Art of Noise and more. Startling acid track
M063	Special Brothers	The Last Intention
M066	Sydney Youngblood	Sample of perfect clarity. Worth a listen
M068	Sound of Silents	7 songs from Silents
M075	True Energy	Another Silents disk. One of their best
M078	Zee's Hip Hop disk	Slightly aged now, but good music

GAMES

G001	Autobahn 3000	Control ball through tunnel. Hard
G004	Airwar	Fighter simulation. Good shareware game
G005	All New Star Trek (2 disks)	USS Enterprise classic. Best one
G008	Balloonacy	Destroy city from balloon
G010	Breakout	Classic bat & ball game
G011	Blizzard	Horizontal shoot-em-up. High quality
G013	Bullrun	War-game, based on US Civil War. Control army
G014	Adventure Solutions (2 disks)	Loads of hints of commercial games. Good
G015	Crossfire (1 meg)	Excellent game written in AMOS
G019	Dungeon Delver (2 disks)	Difficult adventure quest
G021	Demolition Mission (1 meg)	Similar to Balloonacy, good fun
G022	Escape from Jovi	Guide ship to safety. Simplistic graphics
G029	Flaschbire	Old favourite. Get to alarm clock
G031	Gravattack	Control spaceship, picking up keys
G038	Jeopard (1 meg)	Risk-type strategic game
G040	Holy Grail (1 meg)	Text adventure
G042	Kill to Free	Simple SEUCK game
G043	Learn and Play 1	Good for the kids. Blackboard maths. etc.
G048	Lame-ST-Ports	Shoot down those Ataris!
G050	Master of the Town	Use mouse to smash windows. Very addictive
G049	Megaball (1 meg)	Excellent game. Improved version of Breakout
G055	Mechforce	Strategy game
G056	Monopoly	Board game on disk
G059	Nethack (Fish 460)	Good adventure game, recently appraised
G061	Pick up a puzzle (1 meg/2 disks)	Fit the pieces. Good for the kids
G062	3D Pool	Control cue with mouse, and it's all pot luck!
G063	Pacman	The classic game still here
G065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
G072	Star Trek : Next Generation	Not as good as G005
G077	Seven Tiles	Excellent speedball game from Alpha
G079	Treasure hunt	Find the hidden treasure. Good graphics
G081	Trek Trivia	Test your Star Trek knowledge
G083	Wooden Ball (1 meg)	Score three goals to win
G084	Wet Beaver Tennis	Simple, but good fun bat & ball game
G086	Wraithed One	Good general knowledge quiz
G088	Pair Crazy	Match the pictures
G094	Zeus	Simple puzzle game
G096	Assassins games comp.	Very good. Includes Tanx and Amigoids
G098	Battleforce	Control battle of robots
G097	Tomptespet	Speedball game

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Magic Pockets

PLATFORM



The Bitmap Kid was a pretty cool dude. Strolling around in his fashionable trainers and Bitmap shades he would wow the girls, and get up to some really neat tricks. But life for the Bitmap Kid was slightly more zany than he made out to his friends.

For he was blessed with magic pockets in his trendy clothes, that

stored all his favourite toys.

However, one fateful day the Kid went to retrieve some toys from his pockets and discovered that they were nowhere to be found. What had happened to his toys, and how could he get them back?

There was only one solution! He pulled out part of the bottomless hole from his pocket and placed it on the ground then, without any hesitation, jumped straight in. Whoever had the Kid's

toys were in for a lot of trouble!

Donning the Bitmap Kid's shades, it's up to you to keep his street cred at its usual high and get all of his toys back, as well as scoff loads of sweets along the way. There are four magic worlds to explore, with six levels in each.

All of these levels are filled to the brim with nasties that are out to get you – however, the Bitmap Kid

never comes unprepared.

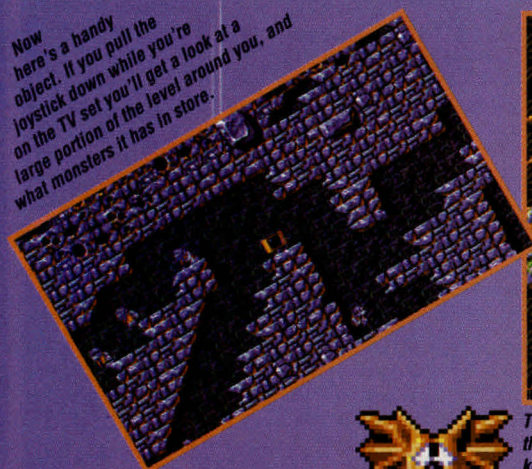
Using his special pockets, the Kid can dispose of just about any monster by simply reaching in and pulling out one of the many magical weapons.

However, the longer the Kid takes to get out a weapon the more powerful it will become.

This is depicted with a small hand in the lower right hand side of



Now here's a handy object. If you pull the joystick down while you're on the TV set you'll get a look at a large portion of the level around you, and what monsters it has in store.



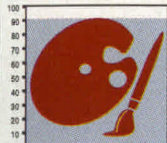
The second world is quite different from the first and things will not be the same due to the change of your weapon. However, when it comes down to it, it's still just a case of killing all the monsters first.

The laser helmet is really lethal. With this on your head you can wipe out the enemies in no time. Wow! No helmet puns!



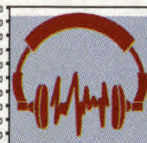
You have been suddenly teleported to a small room somewhere. Fortunately, it is only a bonus room and you'll be shortly teleported back to where you were.





MAGIC POCKETS

RENEGADE £25.99
TEAM: THE BITMAP BROTHERS



Well, it's a foregone conclusion what the overall comments are about Magic Pockets - yep! It's brilliant. The graphics and sonics are amazing and you can tell they've been done by the same artist responsible for Gods. And as for the sound, well Renegade have used their links with Rhythm King to enable them to use the chart topping single 'Doing the Do' by Betty Boo for the main game music. Magic Pockets is yet another corker from those clever Bitmaps, and a game to add to your collection.

LEAGUE RATING

TOUCHDOWN

1 MAGIC POCKETS

2 NEBULUS II

P L A T F O R M

the screen. It gradually gets bigger while you hold your hand in your pocket (oerl).

If you let the hand get to full size some really good things can happen. Depending on your weapon it will somehow trap the

monsters, and if you then touch them you will get quite a few lovely bonus goodies.

However, not all of the gadgets that you will acquire will come from your pockets.

There's a huge number of



objects dotted around the level that you can use. Some will help you get to otherwise unreachable platforms, and others will just enable you to bash the baddies.

There is also a large selection of headwear that is available for the Kid to wear. Although these alternative hats aren't as cool as his own baseball cap, they make up for that with their usefulness. Probably the most popular one is the laser helmet that incinerates any monster that shambles near to you. But the others are equally important and without having the diving helmet you'll find that the third world is just totally impossible.

OVERALL
SCORE
93%

WEAPONS IN MY POCKET!

It must be said that all of the Bitmap's products are top rate. Because they're so rich and famous they've decided to offer a prize to the first lucky person who can come up with an answer to this compo.

Being the sick people that we are here at Amiga Action we would like to know what you keep and play with in your pockets. All descriptions and diagrams will be viewed with utmost interest.

Send your entries to:
Amiga Action Magic Pockets Compo, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

In the second world your weapon is a small rain cloud. But instead of killing everything you can use it to bring life and make some of the jungle's trees grow.



A bike is a useful item which you can use to run over the monsters. Just make sure they don't get hold of one as well, or you could be in a lot of trouble.



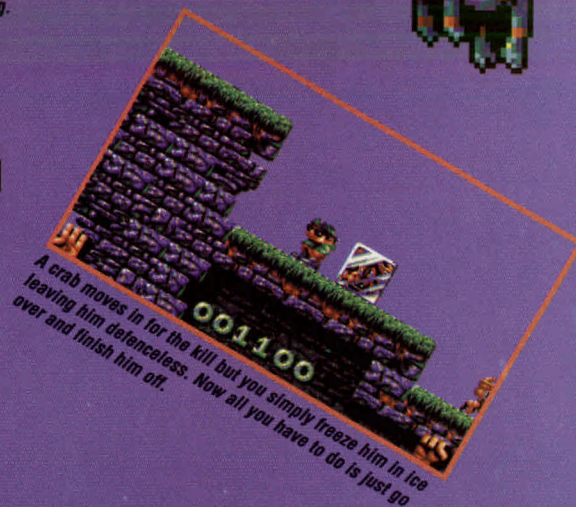
Most of the walls in the levels can be easily destroyed to reveal new and unexplored areas. Let's hope there's not too many monsters behind them as well.



Before you start each world you get a look at a small picture of the world you are about to venture into. As you can see, the third world is going to require a fair amount of swimming.

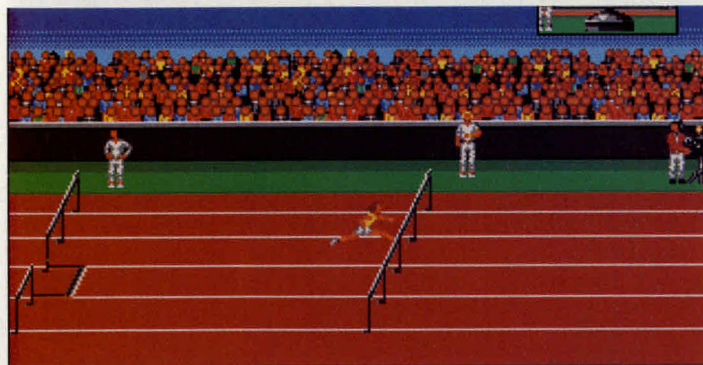


Just when you thought that there was nowhere else to go you come across a bubble gum machine. With a few chews you can soon be reaching new heights.

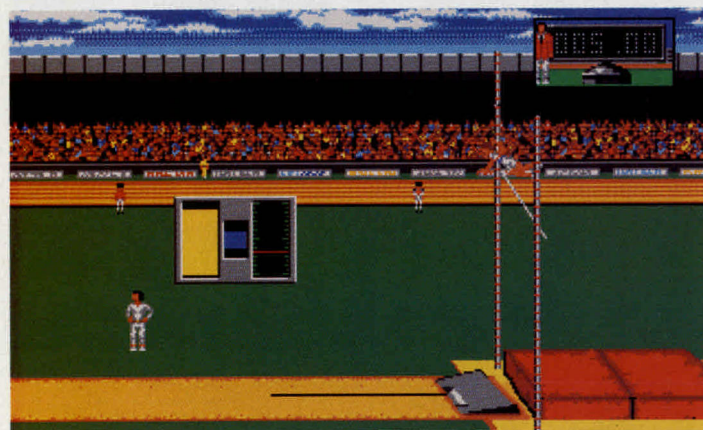


A crab moves in for the kill but you simply freeze him in ice leaving him defenceless. Now all you have to do is just go over and finish him off.





Athletics



There are 16 events in all and most of them require you to take your joystick in both hands and waggle the hell out of it! Even Mr. Schwarzenegger would be hard pushed to waggle through all the events successfully without having a hernia.

SPORT SIM



It was over five years ago, on the C64, when the sports game made its first major impact. The game

in question was Summer Games by Epyx, and for its day it was brilliant and amazed people with its advanced graphics and sound. The Games series then went on to continue its success with a string of sequels including Winter, World and California Games. Athletics is a copy of Epyx's first hit, but boasting a lot more.

I expect a lot of you also remember the days when a sports game meant waggling your joystick until either the joystick or your arm broke. Well, thankfully not all of Athletics' events require you to waggle yourself to death, but there are quite a few that do have you on the road to muscle strain. For those of you who don't remember those days, it should turn out to be an interesting experience to say the least. And make sure you've got a strong joystick.

Unlike Summer Games, Athletics has 16 track and field events to partake in (eight more than Summer Games). These are as follows: the 100, 200 and 300 metres; the 110 metre hurdles; the 800, 1500 and 5000 metres; the long, high and triple jump; the pole vault; the discus; the hammer; the shot putt; the javelin, and the steeple chase (400 metre hurdles).

However, Athletics only allows



I've seen some pretty naff animation in my time but this one takes the biscuit. The way he moves his mouth doesn't come close to looking like he's talking.



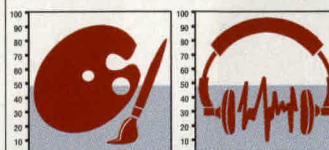
one person to play at a time and this is quite a downfall. Most sports games of this type allow up to around eight people to play simultaneously, which improves the enjoyment of the game tremendously.

With only a single player this type of game can become rather boring after a short while.

OVERALL
SCORE
41%

ACTION INFO

ATHLETICS
HAWK £24.99
TEAM: GOLDEN SECTOR



How anyone has got the nerve to release this diabolical piece of software I don't know, especially when it costs £24.99. The graphics are horrendous and the animation of the commentator is just awful - he looks like he's constipated. As for the music, well it plays the same tune through the whole game until you either turn it off or eat the disk in the frustration of just throwing away £25. The gameplay isn't follows in the lines of graphics and sound unfortunately and takes you back to the days of joystick waggling. Not really a game I would recommend at all.

LEAGUE RATING

61 HOLE-IN-ONE

62 ATHLETICS

63 SUBBUTEO

SPORTS SIM



Oh great! If the crowd looked even more jovial you might be forgiven for thinking that you'd woken up in the morgue! And how come they all bear an uncanny resemblance to each other? Perhaps they're interbred.

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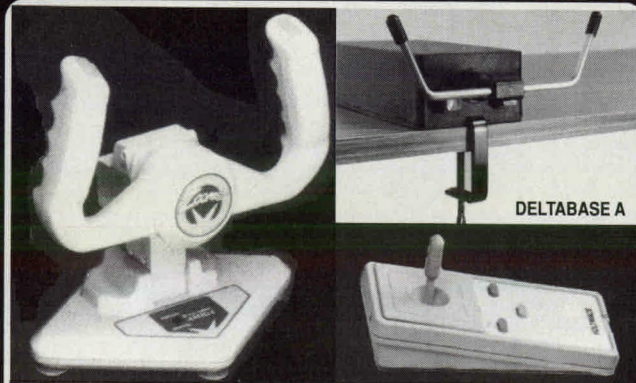
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Somewhere at the top of our universe there is a giant glass orb where new and heavenly planets are conceived and nurtured until they are ready to be thrust out into the voids of space.



For some unfortunate planets there is a final twist to this embryonic evolution, the introduction of an intelligent life form and the appointment of an Overlord or God to govern these poor misguided people.



The competition for such a Godship is fierce among the universal powers and Demi-Gods as they seek to gain total control of the newborn world. Slowly the great orb becomes surrounded by all manner of creatures.



The contest takes place in the form of an ancient heavenly game. A game of evolution and destruction. The game of Mega Lo Mania.

IT'S DRIVING ME MAD!

We are very protective about our copy of Mega Lo Mania here at the Amiga Action offices. People asking to borrow it are shot. However, Steve, God of Smelly Farts and Big Noses, has ordered us to give it away (he muttered something about us doing no work). So here is your chance to get hold of it.

All you have to do is write a five line limerick that contains the word "Mega Lo Mania". Write your ditty down and send it to us, the funniest entrant will be on his way to controlling a planet.

Mega Lo Mania compo, Amiga Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.



Mega

STRATEGY



Being a God isn't easy. Just ask the Editor of AA (can I have pay rise now Steve?) It's not just a matter of sitting on a big throne and pushing mortal people around. For a start there's the lesser demons getting in the way and fouling things up. You're expected to attend ritual sacrifices at all times of the day, it's a tradition. On top of that you have to perform miracles, cause all manner of disaster, wash your sheets and see that all the dead people go to the right place. You don't get five minutes' peace, it's sheer hell!

What really makes all of this deity stuff a bind is when the other Gods start to get too big for their shoes and want to start a fight. Competitions to see who can drink the most beer usually start things off but they always end up with

three or four of the lads battling it out for control of an entire planet.

Things start at a basic level. Just take a world with a few islands on it, give each God a hundred or so cavemen and stand back. The little guys run off into the woods to collect some sticks and rocks and in no time a few huts appear. One of the contenders might try his luck and send the tribe out to smash up his neighbours.

The more intellectual Mega-Being will make his minions sit down and think for a bit, putting ideas into their heads, getting them inventing. First come spears, followed by swords and pikes. The brains of the tribe really have their work cut out.

The process of evolution really starts to hot up when the little ones manage to build a castle.

Inside their stone haven they are safe from the neanderthal, stick wielding morons and start to

Conflict with the other Gods is inevitable. Here, the blue and green armies are having a little scuffle. You can form alliances with other sides to increase your strength but remember that in the end there can be only one.

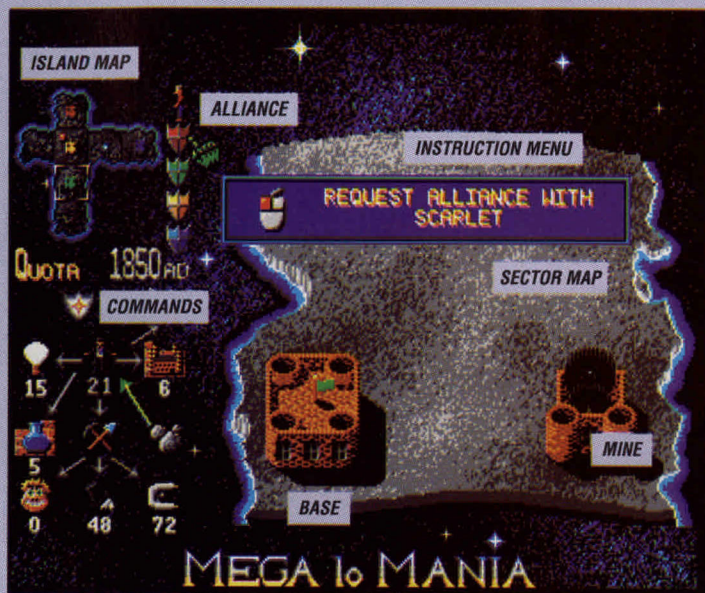


(Right) The factory is where all your large equipment is produced. You can set up a production run and assign a number of men to do the work. When the weapons are finished, your secretary will notify you.

(Left) Once you have a built a mine, your ability to gather materials will greatly increase. You have to assign a number of your men to work in the pit and bring out the ore (in this case Moron and Yerdium).



lo Mania



design machines of destruction. Catapults, crossbows, siege engines and cannons are built and sent out to destroy any rivals.

At this stage the weapons of war are getting a little complicated, knocking them together with a bit of wood and a few nails becomes a little impractical. Factories start to pop up all over the place. Following them comes a mine to supply the extra materials needed to keep up with the production runs and finally a design lab appears. The arms race has now escalated to a point where it can make the difference

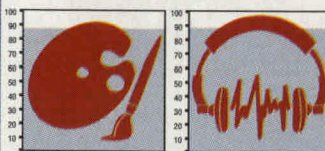
between a defeat or a victorious triumph.

Suddenly jets take to the air, their bombs ripping the enemy bases to shreds. Surface-to-air missiles provide the only protection against such attacks. Everybody turns their thoughts to nuclear bombs. Production teams work overtime to be the first to build the weapons of mass destruction and the defence lasers that will stop them.

Over the sounds of construction the roar of a missile is heard. The ground shakes and on the horizon a mushroom cloud marks the spot where one of your competitors lost

ACTION INFO

MEGA LO MANIA
IMAGEWORKS £30.99
TEAM: SENSIBLE SOFTWARE



Most people have seen Populous and Powermonger and it is immediately evident that Mega lo Mania draws on these classic games for its inspiration. The gameplay is similar to its ancestors' but still manages to break new ground. The constantly advancing technology of your tribes keeps you involved in the game and you always come back for just one more go. Combine this with a very user friendly control system and you have a truly superb game. My one scepticism concerns the rather short length of time it will take to finish, only around 20 hours.

LEAGUE RATING

- 2 UTOPIA
- 3 MEGA LO MANIA
- 4 GENGHIS KHAN

S T R A T E G Y

the battle. When the noise of the explosion dies down and the dust settles a single voice can be heard shouting, "We've nuked them!"

OVERALL
 SCORE
91%



THROUGH THE AGES



Your weapons are restricted to things such as sticks and rocks.



Pikes and catapults are now the order of the epoch.



Ranged weaponry starts to appear in the form of a bow.



By this era, crossbows and catapults rule the battlefield.



While machine guns protect your base, bi-planes fly into the sunset.



Jet fighters soar overhead and bazookas blow holes in the landscape.



Nuclear technology rears its hideous head and the weapons of mass destruction take to the skies.



Monster Business

PLATFORM



A long time ago, in just about every arcade you could walk into there was a game called Dig Dug. What, you don't remember it?! Well, it was a pretty basic game, but nevertheless very addictive.

All you had to do was dig down into the ground and pump any monsters you encountered full

of air, until their stomachs exploded (and they say the games of today are gory!).

Although it's not that similar, Monster Business is definitely along the well-trodden



lines of Dig Dug. The only major difference between the two is that in this version the monsters' stomachs don't rip open when you've shot them. With your pump in your hand

it's up to you to venture 45 levels, inflating every single monster along the way, and then collect the objects that they drop (if you want a big score to put your name at the top of the high score-table).

Once you've done that you can go back to your day job never to be disturbed again.



(Below) Pump those monsters up until they float away, and if you're feeling really clever you can push them into the other monsters to kill them.



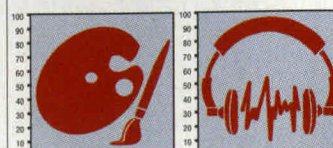
(Above) Collect those objects! Each time you take out one of the monsters, they drop any items they may have picked up. Collecting them will give you loads of points.

ACTION INFO

MONSTER BUSINESS

ECLIPSE £19.99

TEAM: F. HAMMER & M. ROSOCHA



Oh dear! This is one of those games that you can tell is going to be bad by simply looking at the back of the box. I would imagine that this is someone's first attempt at a game, and a very good attempt it is. However, it's certainly not good enough to be released. The gameplay is bland and repetitive, and the name seems to fit the game very well – a load of Monster Business!

LEAGUE RATING

45 PREHISTORIC TALE

46 MONSTER BUSINESS

47 HUNCHBACK

PLATFORM

ROBIN SMITH'S

International Cricket

ACTION INFO

INTERNATIONAL CRICKET

CHALLENGE £25.99

TEAM: ASTROS PRODUCTIONS



I thought I was unlucky last month when I drew the short straw and had to review Cricket, but I could have cried when I realised that I was lumbered with this one as well. Robin Smith's International version is slightly better than last month's Cricket but it still has a long way to go before it's any good. Yet another cricket game that doesn't quite make it.

LEAGUE RATING

46 A PREHISTORIC TALE

47 MONSTER BUSINESS

48 HUNCHBACK

SPORTS SIMS

SPORT SIM



After last month I didn't think I'd be seeing any more cricket games but I should have known by now that there was bound to be more. But can this game prove to be any better than last month's (with the thrilling title of Cricket!)? Let's face it, it couldn't be any worse really.

Well, for one thing the game doesn't require you to own a RAM expansion, so that should please the fans that couldn't run last month's game. But the main difference is that this one is purely international as opposed to just normal test cricket.

You can choose to play seven different international squads, one being England of course.

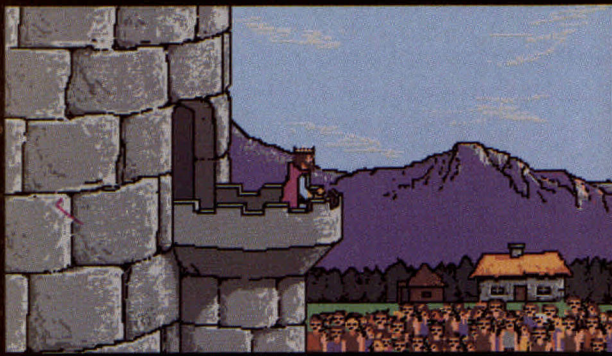


(Right) You run with all your might but you can't possibly run faster than a thrown ball. The wicket keeper catches it and another of your players is out.

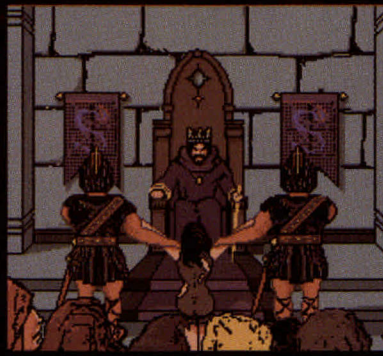
(Left) The graphics aren't much, but you can tell what you're doing. However, even these basic graphics have their bugs and the players randomly disappear every now and then.



Journal of Management Inquiry 22(1)



King Serak ruled the lands of Duridian from the great city known as Sydra by the Sea. He was a just and kind king who ruled wisely and was respected by everyone who inhabited his city.



One day the high priest of the demon god, Malthazar, began to influence Serak's mind with sorcery causing him to become corrupt.



Serak enslaved his people and forced the men of Duridian to build him a new castle far to the west, atop the Corbala Mountains.



Whatever you say about a game in a review there's always going to be someone who doesn't agree. So how can you rectify this? Well, the best way for someone to find out if they are going to like a game is to play it for themselves.

So, this month, as well as reading the review you can also play the coverdisk demo which features an entire level – or chapter, to be precise. But once you've played the game and come to your own conclusion of what you think it is like, you can then take a gander at this review and find out more about what comes after the first episode that is on the coverdisk just waiting for you to pop it into the drive.

Now before we start, let's get one thing out of the way. Whenever people play an adventure game they tend to size it up with other adventures. Most

Maddog

of the time these other games are the Sierra adventures which are without a doubt top class stuff. But bear in mind that if the game that you are playing isn't as good as the one you are comparing it with, it doesn't mean that the game is no good, full stop.

Sierra have set some pretty high standards in the adventure market, and before they were around people were content with adventures that were nowhere near as good on the presentation side. However, nowadays people have got used to the extremely flash graphics and sound of Sierra games and don't give anything else a chance. So remember to take all this into consideration when you attempt to sum up a game.

Right! Maddog Williams is set in a medieval type period with numerous monsters and things for you to interact and fight with.

It could be said that Maddog is along the lines of Kings Quest but much bigger. Playing the part of the infamous Maddog, you must venture forth and complete several tasks – the first one of these being

to save a princess.

Needless to say there is going to be a fair amount of swordplay. But Maddog is not naive when it comes to a good fight and with his trusty sword he's prepared to take on anything – well, almost. As soon as you see a monster that you want to give a good kicking, you simply hit the F1 key and your sword and shield (if you have them) in your



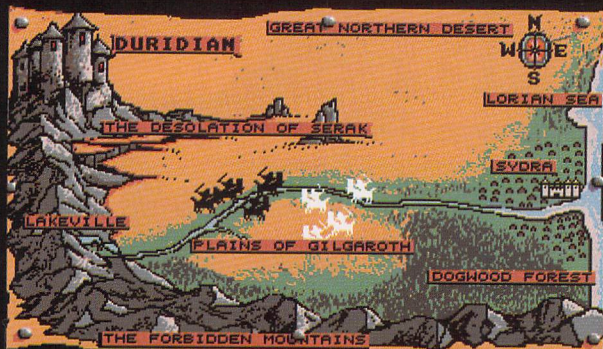
Up at the crack of dawn, Maddog prepares himself for the day ahead. Little does he know what it holds in store for him!



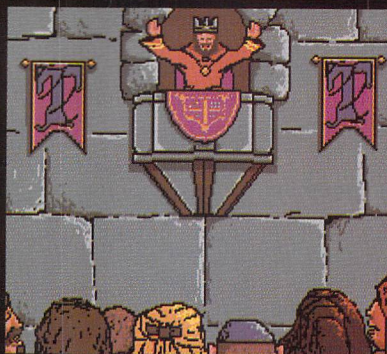
You've only just ventured outside your house when you're attacked by a roaming pirate. Whip out your trusty blade and give him the old one-two.



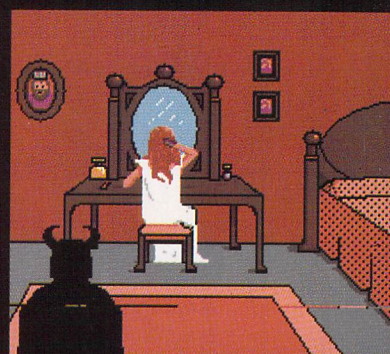
At last you find the captured princess, but you'd better not hang around or she could end up being sacrificed by those weirdos in the cloaks.



Sir Robert Thaylor was the man who had the courage to stand up against the tyranny of Serak. In secret he gathered together an army of men and trained them in the necessary arts of war.



The White Wizards of the North joined with Thaylor's army who marched to vanquish the evil king and restore peace to the land.



Thaylor's army succeeded but many years have passed and in the land of Duridian evil thrives once again. Who can save the people this time?

Williams

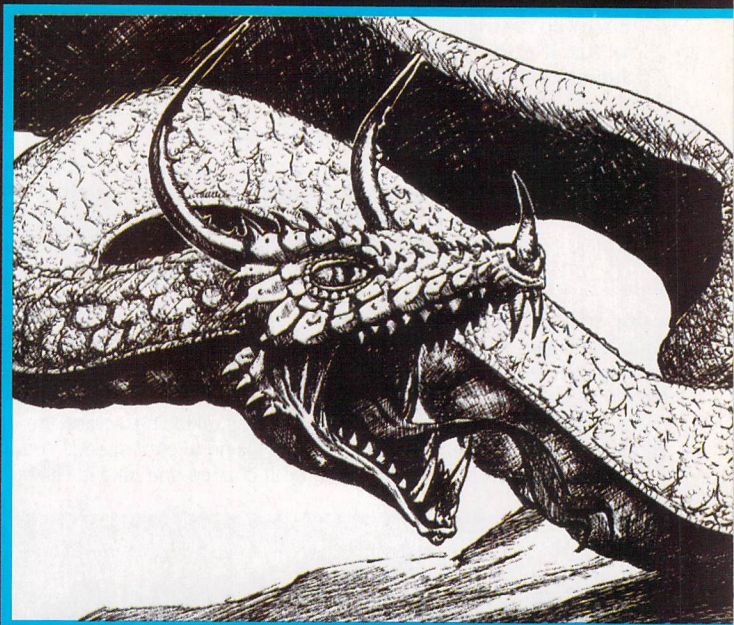
possession) will appear in your hands ready for action.

But you'll have to practise quite a lot at this fine art as it's not easy, and although you might take out the first few nasties that you encounter, if you haven't been defending all that well you won't have enough energy to defeat anyone else. However, as you progress through the game you will

get you hands on better weapons and armour, so that when you do get into a fight you'll be able to inflict a little more damage than usual.

As for the size of the game, the first chapter (the one on the coverdisk) is quite small compared to the other chapters, and there are going to be eight chapters in all in the finished game.

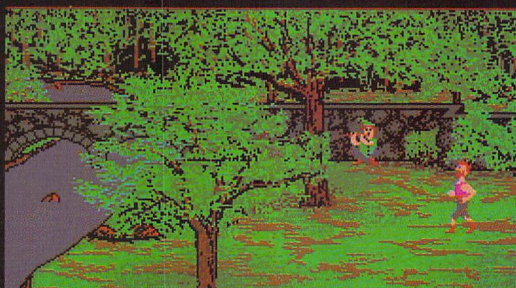
The one thing that you won't be able to work out for yourself from the demo is the sound. Maddog will be incorporating some pretty tasty sound FX and music. And it was because of the quality of the samples that they couldn't be fitted onto the same disk as the demo so when you eventually get the game you should be in for quite a treat on the sound side of the game.



Now this is what I like to see - a pub that stays open all day! But take care as the clientele aren't renowned for being the nicest guys in the whole world.



A fisherman sits peacefully by the sea, but he's got quite a few tales to tell if you're prepared to listen.



There are plenty of people to interact with but the hard part is finding out what to ask them about.

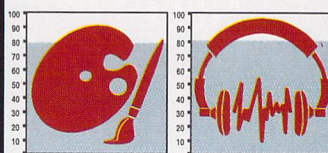
OVERALL
SCORE
85%

ACTION INFO

MADDOG WILLIAMS

SMG £29.99

TEAM: GAMECRAFTERS



I bet a lot of you out there have already looked at the screen shots from Maddog Williams and decided that it doesn't look anywhere near as good as the Sierra Games. Well, although the graphics may not be comparable, the gameplay is and there's plenty of it. There are three difficulty levels as well, so it doesn't matter whether you're a veteran adventurer, or new to this type of game. As far as I'm concerned the game is brilliant and at £29.99 (quite cheap these days) this is a must for all adventurer fans.

LEAGUE RATING

10 ZAK MCKRAKEN

11 MADDOG WILLIAMS

12 ZORK TRILOGY

A D V E N T U R E

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ACTION

IT'S COMPETITION TIME AGAIN!

You know the deal by now. We've got a copy of the game and you can get your hands on it for absolutely nothing. Believe it or not you just have to tell us the answer to the question below and if you are the first out of the hat you get the prize!

The question is: Who is the current Formula One motor racing world champion and what team does he drive for? We know that some of you will have a little trouble with this so here is a clue. It isn't Doug (I never drive at less than 100 mph) Johns and he doesn't drive for the Lada team.

Send your answer to:

Lotus II compo, Amiga Action, Europress Interactive, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

RACING

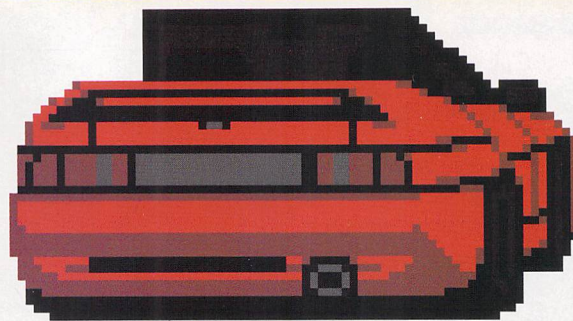


Up ahead, the leader of the race comes into view. You push the accelerator a little harder trying to make ground on him. The car in your rear view mirror is swerving and pushing you hard, trying to force you to make a mistake. You must keep total concentration if you are to maintain your position.

Struggling with the wheel, you

force the Lotus around the tight bend, narrowly missing a fallen tree. Your driving skills have allowed you to catch the leader and the chance to pass him will come soon.

On the approaching road a pile of rubble and rocks blocks three of the lanes. The debris takes its toll on your opponent. He swerves, skidding across the road and losing a lot of speed. You spot your chance and take it. Hitting the



accelerator hard you fly through the opening. Glancing in the mirror you see your two competitors collide, both crashing off the road.

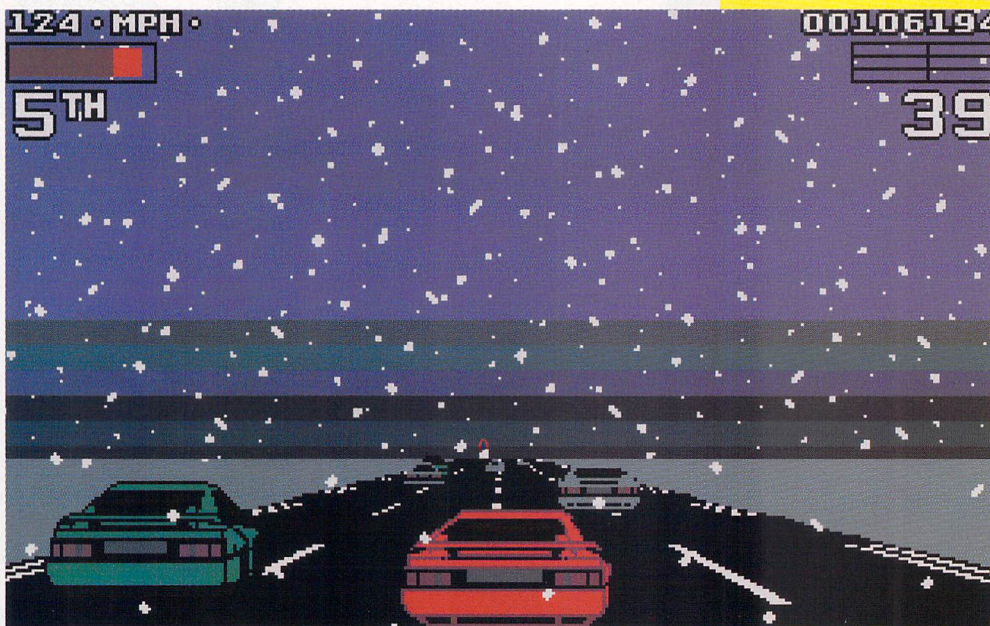
Gremlin are back and so is the Lotus. If you remember Lotus Esprit Turbo Challenge you will know what a superb racing sim it was. It has been placed at the number three position on the Amiga Action Racing Super League but will the sequel be

good enough to take the number one spot? Read on...

Unlike the original that had you racing around a circuit for a certain number of laps, this time a long race lies ahead of you. Across many different terrains and lands you must travel to a destination hundreds of miles away. At several places along the race there are check points which must be reached before a certain time. Go too slowly, and



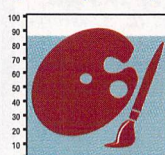
(RIGHT) As mentioned before, there are plenty of hazards along the way that if collided with will slow you down considerably. Here are trees that have been blown onto the course.



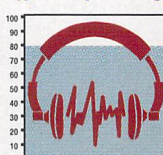
Lotus

(LEFT) Apart from the fog, there are other forms of bad weather including thunder and lightning and the terrible snow blizzard which reduces your car's traction on the roads.

A C T I O N I N F O



LOTUS TURBO CHALLENGE 2
GREMLIN £25.99
TEAM: MAGNETIC FIELDS



Okay, it's true. Lotus II draws very heavily on its predecessor for its inspiration. Basically the games are very similar. However, it has been updated, the graphics are faster and smoother. The courses and terrains are much improved, as are the multitude of options. On top of this you have a four player option that will keep you and your friends coming back for more and more. Without a doubt, Lotus II is the best racing game that has ever been seen on the Amiga. Buy it now.

LEAGUE RATING

TOUCHDOWN

1 LOTUS TURBO 2

2 SUPER CARS II

RACING

(BELOW) Here we see one of the puddles and right on cue we also see a log just before it. Guide your car across the log and it will leap into the air and miss the puddle.



you are out of the running (or driving).

You will find yourself driving over various terrain types. Fog will reduce your vision to almost nothing. Snow swirls in front of you and drifts across the road while ice sends you sliding off the track. Rain pours down while lightning illuminates the sky. When you reach the desert sand dunes at the side of the road, they will slow your progress and when you reach the swamp you will be literally sunk if you stray from the straight and narrow.

The game not only features the Lotus Esprit but also the Lotus Elan. The two cars have different characteristics and handle differently. For example, the Esprit is faster in a straight line but the Elan handles the corners better. As the two cars are so different they can't be raced against each other but you swap between them for different stages.

The simultaneous two player action of the original Lotus was its main feature. Lotus 2 goes not one but two better. If you have a friend who owns either an Amiga or an ST (poor soul) you can link your machines together and have four players racing at the same time. Alternatively you can have one full screen on each machine, two split screens on one machine or just a single full screen.

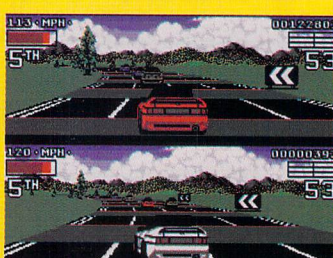
OVERALL
SCORE
95%

PURE LOTUS POWER

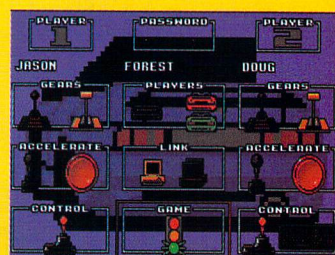
The number of sprites used just for the Lotus car total over 100. No magnification techniques are used. Even when the car is the size of a dot it is still an individual sprite. This makes update far quicker than if the sprites were magnified.



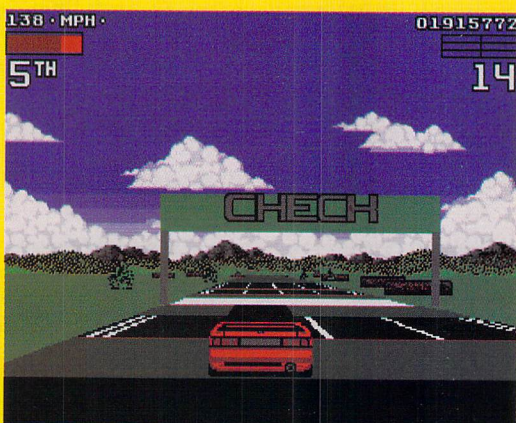
There are plenty of hazards in Lotus II and when you're not careering through puddles and hitting trees, you'll at the same time have to negotiate tunnels safely while avoiding the other cars.



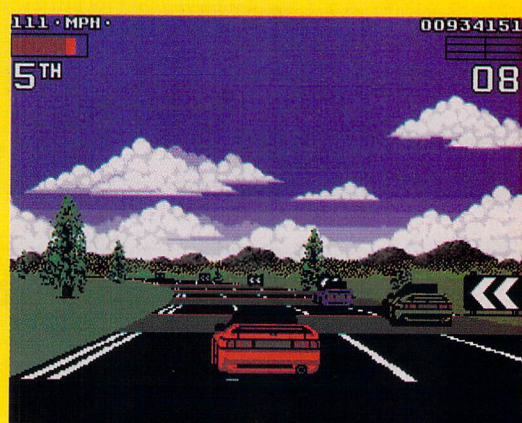
Lotus II has a plethora of different player options. Up to four players can participate simultaneously although all other combinations are possible including the familiar two player split-screen game.



Before you begin your game, you must set certain parameters. You can choose between manual and automatic cars as well as defining the joystick to your requirements.



Provided you don't come a cropper in the puddles or the hit the logs that are scattered along the track you will eventually come to the checkpoint. Make sure you beat your opponent to it, though.

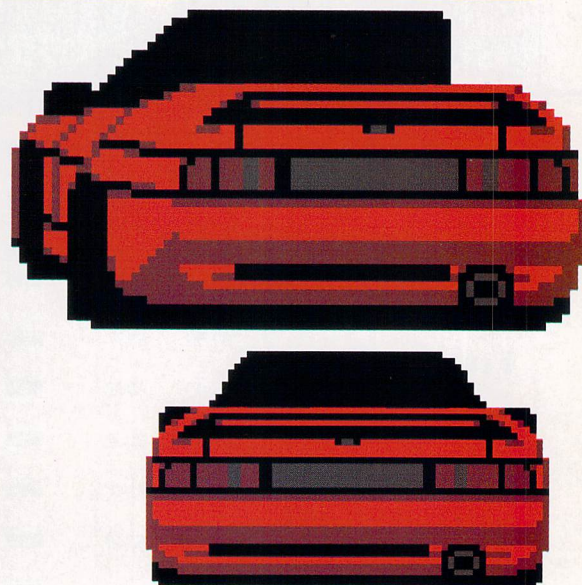


Here we see a shot taken from the two player game while linked. Any option whereby you are actually racing against a human opponent is better than racing against a computer controlled car.

Turbo Challenge 2



Even though you might have thought that the fog was enough to contend with, all the customary hazards to be associated with Lotus II are still there.



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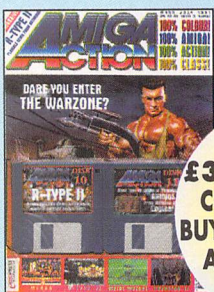


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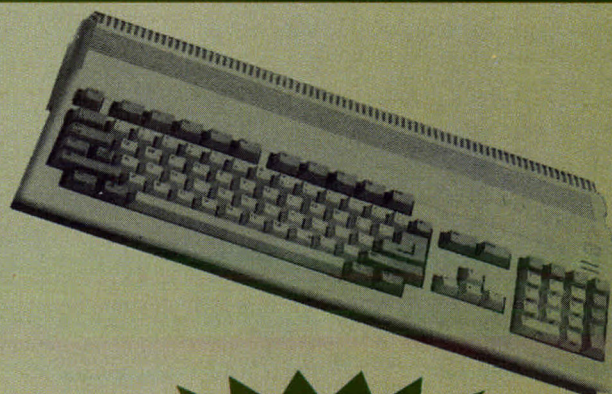
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Dept AA





The first level sees you riding a Yamaha GP attempting to dodge the enemy agents. The bike is supplied with a boost but it will need to be topped up by collecting the boost cans. You'll have to be quick, though.



Due to the speed of Outrun Europa you'll need to muster all your skill in order to avoid objects such as rocks. You obviously didn't muster enough and paid the penalty. The jet ski piles into the rock and throws you into the air.



The Porsche 911 is probably the easiest vehicle to control although it does take up rather a lot of space on the road which can prove a problem when trying to avoid the enemy cars. Bump them off if you can.

THE MANY WAYS TO TRAVEL



There are several modes of transport in Outrun Europa. The easiest to handle is the Porsche 911. The Yamaha GP has turbo but this is limited and should be used sparingly. The jet ski is vulnerable so great dodging skill is required. The powerboat is armed with a front laser to take out obstacles and the police patrol.

OUTRUN

RACING



The first two Outrun games didn't receive much acclaim. It is true to say that they were somewhat unplayable. However, Outrun Europa shows that something worthwhile can be done with this popular topic, vehicle racing.

Built up of seven stages, Outrun Europa takes you on a race against time across some of the most beautiful locations inside Europe. But you're not just out for a holiday, there is a purpose to your travels. Some secret files have been stolen by special agents who will stop at nothing in their attempt to bring misery to the world.

As a secret agent yourself, you have been chosen by your HQ due to your past successes to attempt to retrieve the files. They have supplied transport for you at certain check points on your mission route. You'll have to reach these points in

order to qualify for the next level.

The enemy agents have caught wind of your intentions and have dispersed themselves along the way to try and kill you. On the roads, other vehicles may appear to be just happy families out for the day but as soon as you attempt to overtake they will veer out and try to knock you into the road signs, resulting in you losing time. The only way to defeat them is to fight back and try and knock them off the road and into the barriers. The agents will attempt to destroy you whether you are on land or sea.

The first level involves you riding a motorcycle charged with a highly powerful booster. Unfortunately, this booster is limited so you'll have to use it all up at the beginning only to find that you have none left to outrun the police. Boost canisters litter the roads but you'll have to be quick in order to gather them up. From the motorcycle it's straight



No sooner have you leaped off the bike when it's onto a jet ski which you must use to cross the English Channel. Beware, the sea is full of hazards. Try not to head off at great speeds if you are just starting to play Outrun Europa. Practise at the slower speeds until you have gained enough confidence to control the vehicles at faster speeds. The road levels can be memorised or written down on paper so you can learn the route.



Occasionally you will come across a straight portion of road. Use your boosters here but keep your eyes out for the enemy cars or they'll bump you off. As soon as the speedo hits the 200mph mark press the firebutton and switch in the turbo. Most of the cars will try and bump you off the road and may even try to block your way. If you can't outmanoeuvre them try and give them a taste of their own medicine — bump them off the road.



Come on, get your act together. Surely you can anticipate a boat up ahead? There are different types of boats to avoid and these range from sailing boats to barges. Keep your eyes peeled for lighthouses and craggy rocks.



The police arrive in a helicopter and attempt to destroy you by dropping bombs on you. You'll have to use all your skill to dodge the enemy's fire. Eventually they will drift off screen, provided you manage to survive their attack.



Once again, the police are hot on your tail, this time in a speed boat. Fortunately you are armed with a cannon so try and blow them out of the water. Make sure they drift in front of you before you start firing your weapon.

EUROPA

onto the jet ski. There are more hazards on the water than on the land and these come in the shape of rocks, boats and lighthouses.

If you manage to successfully negotiate this part of the course you will be able to take control of a Porsche 911. The car handles better than the motorcycle although it proves awkward to nip in between enemy vehicles. From the Porsche 911 it's into a high powered speedboat armed with missiles that will destroy the police helicopter.

The police pose quite a few problems. Not only do you have to avoid the enemy agents but the police who regularly patrol the way. You can try to outrun them but if they manage to get in front they will pull you over and arrest you at which point you will have failed in your mission. On the water levels, they attempt to kill you by dropping

bombs on your jet ski or powerboat.

Each location includes characteristics to add realism such as the Eiffel Tower, Swiss cottages and Italian roads (Oh God! Not Italian drivers?!).

The roads twist all over the place and include hills and junctions. The junctions will split up your route, some routes will be harder than others, so choose wisely.

It is probably best to try and map your routes so that you know roughly what to expect on each level. It is very easy to make the mistake of hairing around the levels at full speed but some bends are sharper than others. You're gonna' need all your racing skills to beat this one, so good luck.



OVERALL
SCORE
90%



You should always keep a wary eye on the way ahead. Outrun Europa is very, very fast and before you realise it objects will be heading straight for you. You'll need to muster all of your manoeuvring skills in order to avoid them. If you fail, you will pile into them and explode in a dazzling ball of flame. As mentioned before, this only hinders as it takes approximately three seconds in order to regain control of your vehicle.



The police car is more of a pain than the enemy agents. If it catches up with you try and use your boosts to outrun it otherwise you will be pulled over and you will be arrested. If this happens it will be game over and you will need to restart your mission from the very beginning. If you can, save your turbo boosts for when the police vehicle arrives. This should give you a definite speed advantage over it.



If you hit the side-of-the-road barrier your vehicle will skid uncontrollably. This may not seem like much of a penalty but when you're racing against time it can prove disastrous. You may at first think that you will be able to take the course at full speed. Unfortunately, this is not the case. Some bends can be taken at full speed but others must be taken at a slower pace otherwise you will career into the side objects.



Outrun Europa is definitely the best of the Outrun series. It is extremely fast and the update is very smooth indeed, even with the large amount of side objects present on each level. The graphics are very detailed, even on the enemy vehicles. Although there are seven levels, every single one is extremely hard and you will need great skill to progress. US Gold are producing some really top quality stuff and Outrun Europa adds another notch to their success story. Outrun Europa should not be missed.

LEAGUE RATING

3 STUNT CAR RACER

4 OUTRUN EUROPA

5 LOTUS ESPRIT



THOR THE WARRIOR
ARMOUR: Tough Skin
SHOT POWER: Throwing axe
HAND-TO-HAND: Battle axe
MAGIC: Poor
SHOT SPEED: Poor



DRACOLIS THE LIZARD MAN
ARMOUR: Chain
SHOT POWER: Fire
HAND-TO-HAND: Dagger
MAGIC: Poor
SHOT SPEED: Moderate



BLIZZARD THE ICE MAN
ARMOUR: Ice-hard skin
SHOT POWER: Frost
HAND-TO-HAND: Dagger
MAGIC: Poor
SHOT SPEED: Excellent



MERLIN THE WIZARD
ARMOUR: None
SHOT POWER: Spells
HAND-TO-HAND: Dagger
MAGIC: Excellent
SHOT SPEED: Excellent

SHOOT 'EM-UP



Capra, the home of eight kingdoms, has seen many wars in its history, fought between the denizens of its

lands, mountains and forests. Death and misery has dominated people's lives and in the long term future, it appeared that there was no end to the suffering and agony.

Then, several centuries ago, a wizard by the name of Magnus arrived and brought peace. The kingdoms' rulers had to accept his peace agreement and eventually the citizens of the eight kingdoms became friends after several centuries of fighting.

Unfortunately though, after years of friendship, the peace of Capra was threatened once more. The fearsome Velcrons had arrived and with them they brought death and destruction as they attempted to bring the eight kingdoms to war.

In a desperate plea to the citizens of Capra, the governing body cried out for help. Only eight people had the guts to come forward and take on the savagery of the Velcrons.

It goes without saying that you, and of course a friend, can take charge of either one or two of the eight characters. Fans of the predecessor will be pleased to know that the four original characters Thor, Merlin, Thyra and Questor remain.



Taking the key to the altar will lower the draw bridge. If you reach the bridge within a set time limit a bonus is awarded.

Gauntlet 3

The Final Quest

So, apart from the addition of four extra characters, what can we ardent Gauntlet fans expect from yet another sequel? Well, the main improvement has to be the addition of an extra dimension. Most of the original game elements remain, but the 3D version of Gauntlet offers a whole new style of gameplay.

Your mission takes place throughout the eight kingdoms. Your main responsibility is to wipe out the hoards of creatures, conquer the intricate mazes and finally bring back peace to the world of

OVERALL
SCORE
84%

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I must admit to being slightly disappointed with the latest addition to the Gauntlet range. The idea of including an extra dimension is an excellent one, it's just a shame that the actual 3D routine fails to perform. For instance, it's not uncommon to see a portion of the backdrop appear over a sprite and in some cases, the scroll fails to keep up with the action. Having said that, this is still a very playable game and any ardent Gauntlet fans may well be able to overlook the annoying technical problems.

QUESTOR THE ELF
ARMOUR: Leather
SHOT POWER: Bow
HAND-TO-HAND: Dagger
MAGIC: Poor
SHOT SPEED: Excellent

PETRAS THE ROCKMAN
ARMOUR: Hard Skin
SHOT POWER: Rocks
HAND-TO-HAND: Stone Club
MAGIC: Poor
SHOT SPEED: Poor

THYRA THE VALKYRIE
ARMOUR: Shield
SHOT POWER: Dagger
HAND-TO-HAND: Sword
MAGIC: Poor
SHOT SPEED: Good

NEPTUNE THE MERMAN
ARMOUR: Robes
SHOT POWER: Spell
HAND-TO-HAND: Trident
MAGIC: Poor
SHOT SPEED: Good



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MUSIC

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M028.....Digital Concert 6
M042.....Betty Boo 2 disks
M044.....Miami Vice Remix
M067.....Madonna Vogue/slides - music
M062.....Phenomena Music 1/18 wicked tunes!
M080.....Janet Jackson/Rhythm Nation 1814

SOUND

S001.....Sound Tracker, music programme (needs ST01)
S003.....Games Music Creator
S004.....Med music programme V 3.0
ST01.....Instrument disk for Sound Tracker
S005.....Pro Tracker 1.1B/Music editor (2 disks)
S006.....Med V 3.11 (1 Mb only)

GAMES

G060.....Quizmaster/Superb Quiz Game
G048.....Seven Tiles/Speedball game
G049.....Eat Mine/Boulderdash type game
G051.....Frantic Freddie/arcade action
G033.....Drip/15 levels/arcade action
G037.....Twin Tris/2 player tetris
G052.....Pipeline/pipemania type game
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U040.....Speedbench/workbench replacement
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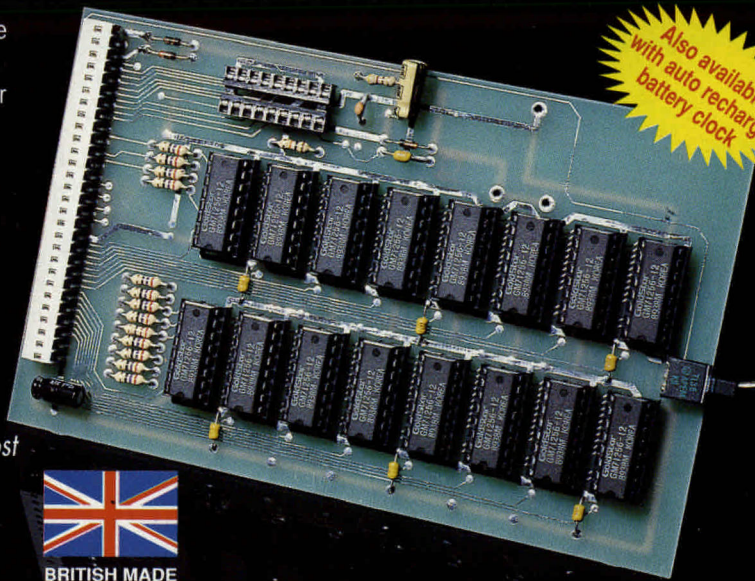
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A quick jab of the space bar sends a US Air Force jet flying across the screen at breakneck speed.



Midway through the game, you're set upon by two incredibly large and ferocious aliens. You'll have to hit them a number of times.



Alien Storm



SHOOT 'EM-UP

Following the demise of their own planet, a group of aliens have been searching the galaxy for a new planet to colonise. After several failed attempts to create their own living environment upon uninhabited planets, they have finally waged war on the unsuspecting Earth.

This first became apparent several months ago when early reports of the aliens were dismissed. However, the world began to take a lot more notice

when a small group of vigilant UFO enthusiasts claimed to be monitoring a large alien mothership. Military action was initially restrained.

Eventually, a group of aliens began to carry out raids. Rumour has it that most of the aliens are simply hidden in everyday street objects. When unsuspecting humans walk past, the aliens pounce.

Most of the victims are so badly mutilated that it's impossible to tell what weapons the aliens may use. Because of this, the armed forces refuse to get involved. The planet now lies in the hands of the UFO enthusiasts named the Alien Busters.

The official conversion of Alien Storm is here! Thanks to US Gold you can take the place of one of the Alien Busters and team up with

a mate and have two players battling it out.

Alien Storm is played over six levels, although each one does contain various sections.

The first style of gameplay is a simple horizontally scrolling shoot-'em-up. Each of the screens contains a selection of destructive aliens.

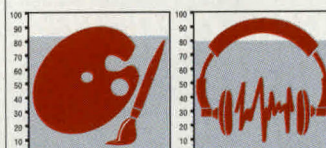
The second is an Operation Wolf style shoot out, which usually takes place in a shop.

Finally, the action reverts back to a side-on view, although the gameplay does change significantly. The screen scrolls ferociously fast to the left and with it comes a barrage of aliens and traps that will deplete your energy if your reflexes aren't quick enough.



ACTION INFO

ALIEN STORM
U.S. GOLD £25.99
TEAM: TIERTEX



I've never been a big fan of Alien Storm in the arcades, so this latest US Gold conversion didn't provide much interest. However, it will doubtless appeal to those of you who were. The graphics, while not brilliant, are incredibly bold and ensure that a coin-op feel is generated. The only real problem is the difficulty level which, unfortunately, is set too low. After a few plays I was very close to completing the game and therefore any arcade enthusiasts will probably find it far too easy.

LEAGUE RATING

30 BATTLESTORM

31 ALIEN STORM

32 ROBOCOP 2

SHOOT 'EM-UP

THE ALIEN



SCOOTER



BUSTERS

In the fast scrolling scenes you must blast away a multitude of aliens while avoiding the poisonous gases and ground obstacles.



By firing holes in the sides of boxes, you can reveal several energy batteries which you will automatically collect to increase your energy bar.



OVERALL SCORE
83%

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Heart of The WorkStation is a powerful shareware package called SID. When you use it you can say goodbye to faceless blank screens and complex commands. Instead your mouse takes full control. Fiddle with files, display text and graphics, sample sounds, uncrunch archives... all this and more with just a click of a mouse button.

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Putting print to paper? The WorkStation disk includes a superb text editor. This powerful package has an unashamedly no-frills approach to producing and formatting professional looking text that would be envied by many of the more expensive commercial products.

The WorkStation has a fully configured dynamic recoverable ram drive which acts like an extra invisible drive to your Amiga. It's a vast improvement on the standard Amiga drive because it is very flexible and goes easy on memory.

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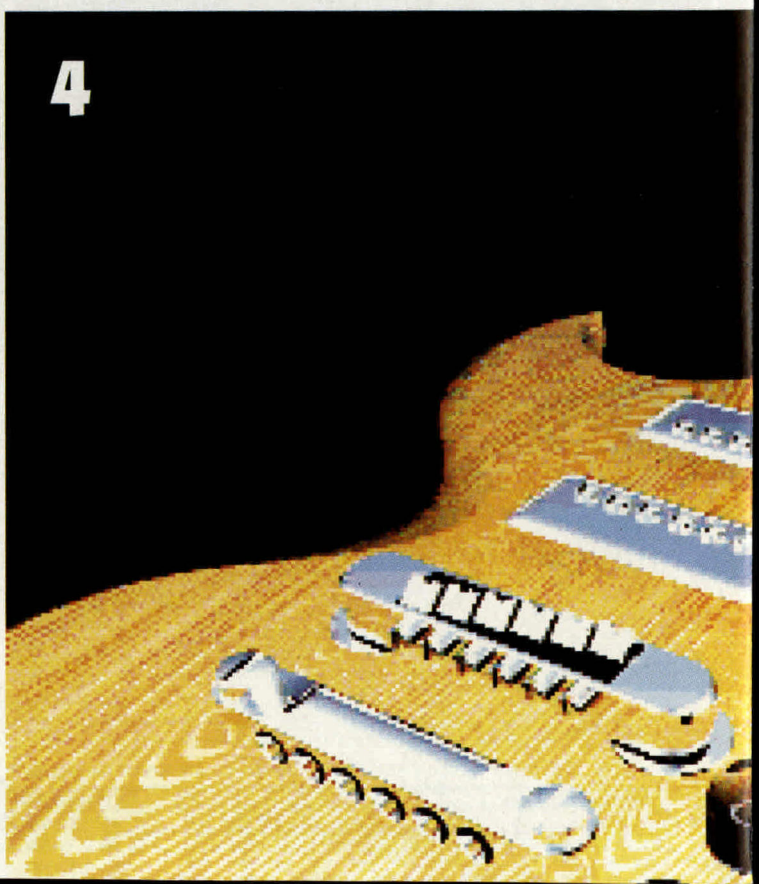
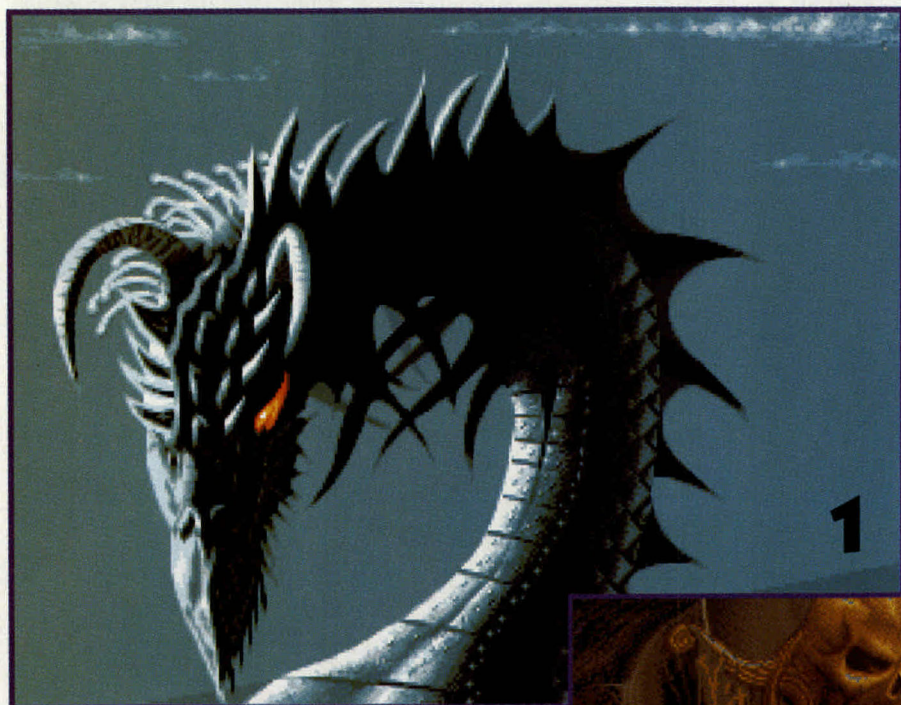
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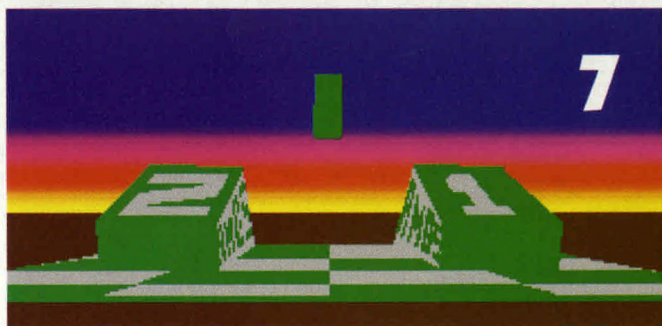
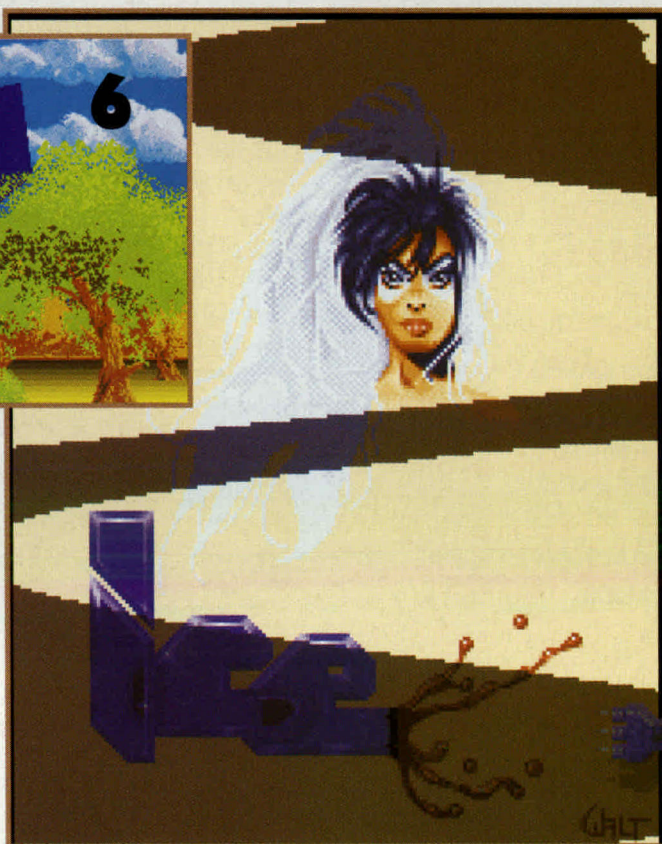
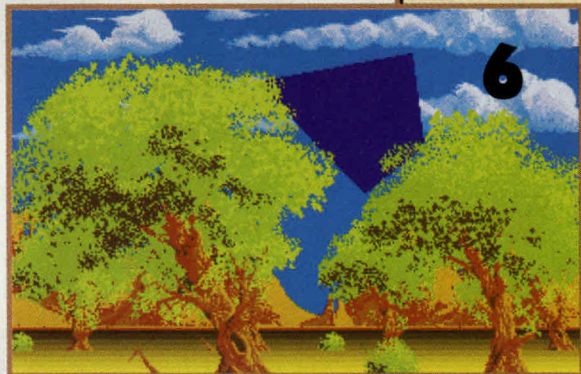


110
AMIGA
ACTION



This month we've decided to continue to spread the latest public domain disks over 2 pages. Hopefully, you'll agree with our decision to allocate the extra space, but if you don't why not write to the Talkback pages and air your views and opinions. We've already begun receiving demo disks for next month's pages, but don't let this put you off. There's always plenty of space available and any impressive looking demos will always be covered.

DEMO



1 Earlier this year an Amiga party was held in Norway, during which an art competition was held and the best of the bunch can be found on disk number 1235 from 17-Bit Software.

2 French team Syntex have followed up their highly acclaimed AMOS Basic megademo. Titled the Dark Ages, it features more advanced basic programming routines. Available from the official AMOS PD library.

3 Llamasoft have been producing strange animal inspired games for years. Llamatron is a very fast and playable shoot'em-up. At the price, there's absolutely no excuse for not owning this game.

4 A number of disks were received this month from the ever increasing 17-Bit Software library. This particular demo contains some very impressive pictures created in real 3D. Disk number 1198.

5 If you're into Robocop you'll probably enjoy this short digitised animation available from Canhams Leisure Software, disk number 560.

6 The Ice demo from NBS was created by the programming team Silents. It features various effects including parallax scrolling and vector graphics on the screen simultaneously. Disk number D296.

7 Programming 3D vector graphics is not easy, unless of course you're using AMOS 3D, the recent addition to the range of Basic related products from Mandarin. While this disk won't allow you to turn creator, it'll certainly give you a taster of what's possible. As usual, it's available from the official AMOS PD library.

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Tel: 0983 529594; Fax: 0983 821599

AMOS PD, 25 Park Road, Wigan, Lancashire, WN6 7AA.
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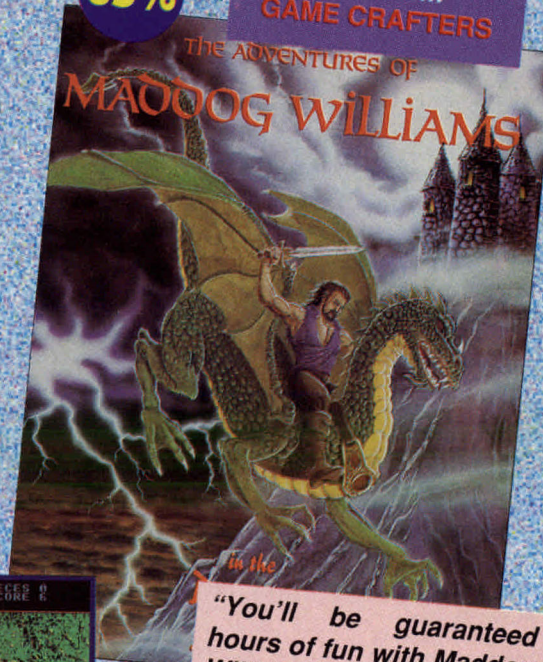
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CONQUERING CONSOLES?

When I bought my Amiga about 18 months ago the only real rivals that we Amiga owners had were those dreaded Mega Drive owners, but now things are different. It seems that every console recently released such as the Famicom and the Neo Geo beat the Amiga into the ground in terms of graphics and sound not to mention the speed of the central processor.

This was obviously expected. But it was not expected that in a matter of about six months the Amiga, although it hurts to suggest it, will be laughable by the standards of the Giga Drive and the new Atari (when they decide upon the name).

It is for this reason that I write to you. I would like to hear your opinion about what would amount to a booster pack for the standard Amiga. It would probably contain an accelerator card which would allow it to be comparable to the Giga Drive and it should of course have all sorts of sprite and background manipulation chips inside it.

This little box would have a large range of uses in all areas of computing and not just gaming, although it would again allow the Amiga to have few rivals.

After spending over £700 in total on my Amiga I feel that Commodore owe it to all its customers to improve its products so that they remain comparable with anything else on the market.

Mark Agar, Birmingham

Thanks for your letter, it's good to see that someone else is concerned about the long term future of the Amiga. I wouldn't worry too much about the Giga Drive just at the moment as it won't be released in the States until 1992 and it'll be sometime after that before it reaches Britain.

It's also worth remembering that the software will take some time to develop and until it has a large software base, people will

not take it too seriously.

As for Commodore releasing a booster pack, I find this highly improbable, simply because the majority of Amiga owners wouldn't buy it. Therefore, most software developers wouldn't entertain the thought of producing a game that would only run on a limited number of machines.

However, in the meantime, the majority of big software publishers intend to continue producing top quality games for the Amiga.

A RARE COMPLAINT

I write to ask you something very important. Three weeks ago, my mate and I spent two weeks writing up the complete solution of The Secret Of Monkey Island, in the hope that you lot would send us a free game each. We waited for three weeks and received absolutely nothing. Our only hope was to wait until the next issue came out (August). We quickly flicked through the pages to the GTGA section. Where was the solution? Nowhere.

Okay, you didn't think it was worth sending the games, but a reply could have been sent at least. If you find the solution, please send us the games Metal Mutant and Pro Tennis Tour 2.

Diego Vivanco, Middlesex

Right, let's get a few things straight. Each month we receive hundreds of letters from all over the world containing tips, cheats, maps and of course complete game solutions. Obviously, we're not obliged to print them all and if we replied to each and every one of you the magazine wouldn't exist.

Also, according to Doug Johns, the top man of the small tips and GTGA columns, we received around 15 complete solutions on Monkey Island and countless

other letters containing hints and tips on other parts of the game. In actual fact, we knew the solution before we received any letters at all. We didn't print it simply because a clue book is readily available from the splendid chaps at Lucasfilm.

So, you may be interested to know that Metal Mutant and Pro Tennis Tour 2 are available from all good software retailers, priced at a mere £25.99.

THE BATTLE RAGES ON

Before I start this letter I want to say that your magazine is the best. Right, this boy at school reckons that Amigas are going out of fashion and Atari STs are better and will be around a lot longer. Him saying this resulted in me breaking his nose last week. Me and a lot of my friends all own Amigas and we want to know if they'll be on top for a long time to come.

Ste, Ashover Hay

It's very unlikely that the Amiga will ever be threatened by an ST, unless of course Atari make some serious enhancements. If any machine is currently in danger of becoming extinct, it's the ST.

However, we don't condone violence in any shape or form and breaking somebody's nose over the argument is ridiculous. Having said this a statement such as that, coming from an ST owner is pathetic and we can quite honestly understand your motives for committing such a terrible act.

DISK DILEMMA

Most of my PD disks and coverdisk demos won't load anymore. I keep getting the message Volume has a read/write error. Can you please explain to me what this error means and how I can correct it?

Also, what is the Disk Doctor and where can I get one? I usually get the message Disk is corrupt, use Disk Doctor to correct it.

G Mcchee, Somewhere

A read/write error is basically a physical corruption of the disk, which could have been caused by one of a number of things. If these disks have only recently caused problems, the chances are that it's your Amiga and not the disks that are at fault.

If the problems persist or you discover that the disks load on another Amiga, it may be worth finding out about having your disk heads aligned.

As for Disk Doctor, this is a utility found on the Workbench disk which can be used to retrieve files on a corrupt disk. A combination of my own experience and complaints from other people suggest that it's not all it's cracked up to be and I'd be very surprised if you manage to salvage anything.

FREE GAMES

As from next month we've decided to give away a few games to the people who write the most interesting letters. Rather than have a star letter, we'll hand out a game to any reader whose letter we think deserves it.

That doesn't mean to say every letter we print will receive a game, so don't get too complacent. Also, to make our life a little easier, whenever you write a letter, provide a selection of three games that you would like to receive, because it's not always easy to get hold of some titles.

Send your letters to: Peter Lee, Talk Back, Amiga Action, Europress Interactive Ltd., Europa House, Adlington Park, Macclesfield SK10 4NP.

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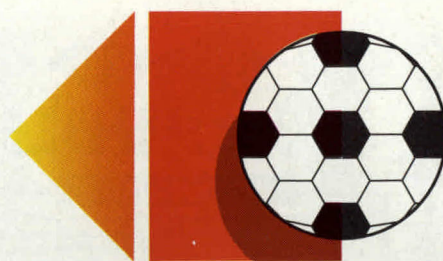
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Some games may not be released on scheduled time

Late Kick Off



Busy, busy, busy. That's what we've been this month, mainly because Steve, Jane, Jason and Pete all took their holidays during this month. So poor old Doug (me) had to struggle on his own, deserted by his colleagues, did a tremendous job and in the process is going to have his wages increased to 20 quid a month (I wish). But not many products slipped through our hands, and the few that did are once again on this page. So take a quick butchers at what you might be seeing reviewed next month.



MAUPITI ISLAND UBISOFT — £25.99

Have you been watching the detective programs each weekend, with a new story and an even more unlikely twist? You have! Well, in that case you've probably had the urge to solve a few mysteries of your own.

Maupiti Island sticks you in the shoes of a budding criminologist who has been caught up in quite a murky plot. Confined to the small island all sorts of things will happen around you, and if you don't work out who's at the bottom of the many mysteries, you'll end up as the victim.

HOME

- Smashing graphics
- Easy to use icon system

AWAY

- Nothing



BIG BUSINESS MAGIC BYTES — £25.99

I bet you've sat in your chair sometimes and wished that you were a big business man with

loads of cash and men under you, waiting for you to give the order for the next multi-million pound project.

Well, now you can be with Big Business.

Big Business is a humorous simulation of a large manufacturing corporation. Three players or computers, each starting off with equal assets, compete to acquire the greatest network by the end of the game.

Players must make decisions on how much to spend on advertising, research and development; whether to build or close factories and other wheelings and dealings. You can initiate takeovers, detect and catch opposing spies, start law suits and even create workers' unrest in your opponent's company.

HOME

- Good humour throughout the game
- Nice graphics
- Ideal for strategy fans

AWAY

- Not everyone's cup of tea



THUNDER JAWS DOMARK — £24.99

The evil Madame Q is building an army of genetic soldiers with which to take over the world. However, all is not lost because you and your buddy are here to save us.

You must penetrate her defences and teach the old witch a lesson.

There are two sections to this all-action arcade game. The underwater parts see you swimming for your life while being pursued by cybernetic sharks and other nasties with only a harpoon gun to defend yourself. After drying off

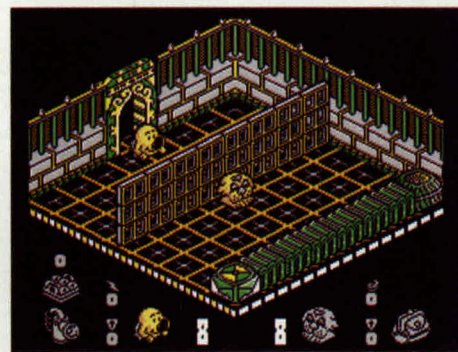
you go for a quick stroll around Madame Q's secret bases while blowing things up with a machine gun. All in a day's work.

HOME

- Will appeal to fans of the arcade machine

AWAY

- Repetitive gameplay
- Poor graphics



The two lovers, Head and Heels, can be seen here. Although they are in the same room they are separated by a set of iron bars. Can you guide them through the maze and reunite them?

HEAD OVER HEELS OCEAN — £7.99

Head Over Heels is very reminiscent of the old Ultimate 3D adventures. Once upon a time there were two lovers; one called Head, the other Heals.

An evil sorcerer looked down upon the two enjoying themselves and was jealous of their happiness. Snapping them up with a spell he placed them both into a complex maze, separating them. In this blast from the past you must guide the stricken love birds around the maze, solving puzzles as you go so that they may be reunited again.

The ultimate aim of the game is to reunite Head and Heels so that they can escape the maze together.

Originally released a couple of years ago it kept many people addicted for months on end. Now it has returned courtesy of Ocean.

HOME

- Addictive gameplay
- Budget price
- Appealing cutesy theme

AWAY

- Dated graphics

You've seen the film...



You've seen the film...

MILLENNIUM

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AMIGA
ACTION

MEGADEMO MANIA

We've been asked recently for more megademos. So as requested here's the definitive list of the greatest. Please note: Our numbering system started at 100, so early 100 are about 2 years old

- D001 ALCATRAZ MEGADEMO 4 (3 disks) Brilliant! One of the biggest
- D002 TRIANGLE MEGADEMO Good scrolls and vectors. Bit dated now.
- D004 DARKNESS MEGADEMO Original loader, but otherwise bland
- D008 STATIC BYTES MEGADEMO Six parts, clever stuff
- D014 CRYPTOBURNERS MEGADEMO 2 Contains some good demos. Worth a look
- D030 CAVE MEGADEMO Certainly not one of the best. Colourful though.
- D034 BUDBRAIN MEGADEMO (2 disks) A classic! Not to be missed but beware of the very risqué cartoons
- D035 CRIONICS MEGADEMO Another great! Famous for the Madonna part.
- D046 ACU MEGADEMO An early demo from Oz. They had more to learn.
- D061 POSSESSED MEGADEMO (2 disks) Good animated space intro.
- D067 MIRAGE MEGADEMO (1 meg) Yet another good one. Some good FX.
- D078 CRIONICS NEVERWARE (1 meg) Famed for the brilliant Madonna graphic.
- D080 KATHARIS MEGADEMO From Poland! Famous X-copy demo, plus.
- D081 INTUITION MEGADEMO Includes the flashiest ever acid demo.
- D091 FILLET THE FISH Similar to PUGGS, but not as good, still brilliant
- D123 FASHION MEGADEMO Early stuff! Better was to come
- D125 DEXION MEGADEMO Underrated at the time. Old but good.
- D127 SCOPEX MEGADEMO Showed great promise of the future
- D132 ARCADIA MEGADEMO Oh I've forgotten what it's like ... try it!
- D135 REBELS MEGADEMO Excellent for its time. Good demos.
- D136 ALCATRAZ MEGADEMO Again underrated at the time, but very good.
- D138 RAF MEGADEMO (2 disks) Still fresh after all this time!
- D140 KEFFRENS MEGADEMO Collector's item? Great programming.
- D141 PHENOMENA MEGADEMO Brilliant group today, always been good.
- D146 RSI MEGADEMO (2 disks) An all time great! Still good today! Great music and graphics. A must!
- D150 IAN & MICK MEGADEMO Inc. classic toilet door demo.
- D151 DEATHSTAR MEGADEMO Brilliant cosmic explosion as intro.
- D153 PUGGS IN SPACE Not generally classed as a megademo, but not to be missed. Great for the kids.
- D160 TRILOGY MEGADEMO (2 disks) Includes game, a classic, contains a joke, or is it a bug? You decide.
- D161 PREDATORS MEGADEMO (2 disks) Don't miss this one, great sound, graphics and game. Another classic
- D162 KEFFRENS MEGADEMO 8 Yet another classic! and not to be missed.
- D166 SILENTS MEGADEMO Early Silents. The brilliance is born!
- D180 SCOPEX MENTAL HANGOVER Another classic which pushed the boundaries of the Amiga light years on.
- D211 KEFFRENS PYRAMIDS MEGADEMO Clever but so so
- D214 GOLDFIRE MEGADEMO Not at all bad for beginners. Nice lips!
- D223 BUDBRAIN MEGADEMO 2 Not quite as good as the first, still good!
- D225 HORIZON MEGADEMO (Sleeping Bag) Superb ray traced anim. Great!

LATEST & GREATEST PD LIST

- D033 TOMSOFT TRIP TO MARS Vector graphics with a theme •
- D186 COMA DEMO Flashy acid demo, together with more great demos •
- D190 RSI CREDIT DEMO Terrific demo, with the best ever music •
- D220 PAH! SIMPLE STUFF VOL. 2 NBS Demo compo including crusaders cine fax; great
- D221 PAH! SIMPLE STUFF 3 ... Dragons Lair, TimeWarp demo and more.
- D222 CRIONICS TOTAL DESTRUCTION (1 meg) Some great effects
- D241 ANGELS MEGADEMO Good but not mega
- D243 KEFFRENS-THE WALL Great intro! Good graffiti, then so so
- D250 PHENOMENA ENIGMA Absolutely awesome!!! Fantastic. Get it 6 OF 1 (PRISONER DEMO) Not meg but great subject for a demo
- D261 SIMPSONS DEMO BY DECAY Probably the best so far (1 meg)
- D264 ANALOGUE MEGADEMO Great intro and novel demo selection
- D265 GALLOW MEGADEMO Purple Hazel great colours, fair demos
- D266 AURORA MEGADEMO Dramatic intro, good music, Ham Bobs!
- D267 BASS MEGADEMO Great housey music throughout
- D268 CHAOS ROCK A fantastic lightshow based on fractal patterns!
- D269 PULLING THE TRIGGER Loved the music! Well presented demos (1 meg)
- D272 SIMPSONS DEMO BY EQUINOX Loads pics and music mix
- D273 SIMPSONS DEMO BY FREEHAND Great slides and sounds
- D295 TOMSOFT: VIRTUAL WORLD (1 meg) Its a classic. Best this year
- D296 MAGNETIC FIELDS: HYSTERISIS Good demo, now loader friendly.
- S380 ADDAMS FAMILY SLIDESHOW Collection from the cult series
- S381 FRAXION FANTASY SLIDESHOW Great presentation, great pics
- S386 BLOODSPORT SLIDESHOW For oriental sports fans!
- S390 LIVE CORRUPTION-NAPALM DEATH SLIDESHOW Heavy!
- S393/4/5 DEFINITIVE MADONNA SLIDESHOW (3 disks) 1 meg & 2 drives
- S441 INVISIBLE WORLD SLIDESHOW See it and itch. Micro bugs.
- S445 JET FIGHTER ANIM Similar to The Run, but far far better (1 meg)
- S447 AGATRON ANIM 10 Enterprise leaving dock. Superb (1 meg)
- S447 STEVES ANIM No. 1 Some super little anims. Have a look
- S448 STEVES ANIM No. 2 More cute little anims. I love em
- S449 AGATRON ANIM FLEET MANOEUVRE (1 meg) Tobias best yet. Very impressive
- S555 BATMAN THE MOVIE ANIMATION (1 meg) Good funny cartoon
- S559 MAGICIAN AND JOGGER ANIMATIONS (1 meg) Ray traced anims.
- S560 CAR AND UNICYCLE ANIMATION (1 meg) Brill anim, a must for fans!
- S561 STEVE'S ANIMS 3 (1 meg) More of these cute little anims
- S562 STEVE'S ANIMS 4 (1 meg) From Steve Packer (as featured
- S563 STEVE'S ANIMS 5 (1 meg) briefly in this magazine)

- H564 EVIL DEAD DEMO (1 meg) Get the ghoulies, before they get yours
- H565 RGB & FOCUS (1 meg) The famous 'stretching nose' animation!
- H570/1 TRON ANIMATION (1 meg & 2 disks) Great anim based upon the film
- H572 FRANKLYN THE FLY (1 meg) Simple but effective and funny
- H607 WINGS ANIMATION Brilliant stuff and long too! (1 meg) Good
- H640/3 MAD ON HER (4 disks/1 meg) Madonna special. Loads pics...
- H647 VIETNAM ANIM Another Schwartz. Stealthy toon
- H573 TOO MUCH 3D (1 meg) The spaceship flies out of the screen
- H576 IRAQ DEMO Amusing animation of what might have been
- H577 MORE AEROTOONS More in the series of Stealthy cartoons
- H578 ROBOCOOP ANIMATION You have 15 seconds to comply etc. In colour
- H579 MORE CLASSY ANIMATIONS More cute anims from Steve Packer
- H582 BATTLE CHESS DEMO Great game demo (even if you cannot play chess)
- X110 FRAXION HORROR Great cartoon graphic demo of nasty stuff.

- POWER DEMOS** (All demos in this section require loads of memory)
- P001/2 WALKER DEMO 1 (2 meg 2 disks)
- P003/4 WALKER DEMO 2 (2 meg 2 disks)
- P005/6/7 LOST IN SPACE (2 meg 3 disks)
- P008/9 THE SENTINAL (3 meg 2 disks)
- P019/20 VAUX KILLER (2.5 meg 2 disks) OK but not brill anim
- P021-026 UPGRADE (1.5 meg 2 drives 6 yes 6 disks !!!) multi part anim
- P010/11 HEADKICK ANIM (2 meg 2 disks plus Hard-Drive)
- P012/3/4 STATION AT KHERN (2 meg 3 disks)
- P030/1 DRAGONS LAIR 2 GAME DEMO Superb (3 meg 2 disks)
- P032/3/4 BUZZED Great ray traced anim (2 meg 3 disks)
- P035/6/7/8 AUTOMATED LIGHT (BATTLESTAR GALACTICA) (3 meg 4 disks)
- P044/5 ANTI LEMMING DEMO (2 meg) Excellent Eric Schwartz animation
- P046/7 THE DATING GAME (3 meg) 4 mins of action. Superb
- P048/9 BOMB THE BOG (2 meg + HD) Solve those toilet problems?

- MUSIC**
- M005 MAHONEY & KAKTUS Brilliant music disk
- M030 DIGITAL CONCERT 2 Over 12 mins of mixed house music
- M170 NEWTRONS MUSIC DISK 'HEADBANGER' You will not believe this!!
- M200/1/2 SAE AMAZING TUNES 2 (3 disks 1 meg) Superb!
- M212 MAG. FIELDS CHIP FESTIVAL Another huge collection
- M216/7 RAF MEGA MIX 2 (2 disk set) Good quality music mix
- M226 DYNAMITE BEATS 4 Another very classy music disk from MAX
- M230 DEIXION PARTY MUSIC AND PICCYS A good disk as always
- M232 ALCATRAZ MUZIC Classy presentation, 3 good tracks!!
- M269 ALCATRAZ MORE THAN MUSIC Superb, though slightly bugged

- UTILITIES**
- U103 ULTIMATE VIRUS KILLER Updated now knows 124 viruses
- U107 VIRUS CATALOGUE What it does, how and where from
- U108 PROTOCOL UTILITIES Latest collection of anti-virus tools
- U225 AMIBASE A good database. Start a disk catalogue now.
- U233 JEDIT Good Public Domain word processor
- U267 ELECTROCAD DEMO (1 meg) Circuit diagram design tool. No save in demo.
- U611 MED 3.11 Latest version of this great music utility
- U613 ICON MAGIC Icon utility and examples
- U616 DESK TOP PUBLISHER Amiga Fox. Basic DTP utility
- U619 MESSYSID Dreams answered, working Messydos plus SID
- U621/4 C-MANUAL Latest 4 disk C Manual by Anders Bjørn
- U629/30 COMMSPIRATION 2 disks packed with modern utilities
- U633 PRINTER DRIVERS Over 50 plus Generating Kit
- U638/9 WINDOWS BENCH Microsoft Windows lookalike. Many Features
- U640 IMPLUDER 4 New cruncher, Better than Power Packer?
- U341-55 ULTIMATE CLIPART COLLECTION 15 disks for £16.25
- Compilation of probably all the Clip Art available on the Amiga. All checked and sorted. Most disks over 90% full! Total set is 15 disks

- GAMES**
- G107 STAR TREK GAME Good graphic adventure Best with 1 meg (2 disks)
- G117 EATMINE Late nights guaranteed. A500s only!
- G133 PD GAMES COMPO Good selection line. Well tried and Breakout
- G136 DRIP Very tricky painter type game. Almost commercial quality!
- G137 THE TURN & TRICKY A couple of good puzzle games by Peter Handel
- G138 MARBLE SLIDE A cross between Pipemania and sliding blocks. Great!!
- G141 MAYHEM GAME FROM ENSIGNIA Spaceship in caverns tricky but addictive
- G142 PD GAMES COMPO 3 Great Pacman plus 2 others
- G143 JEOPARDY (1 meg) Version of the board game Risk!
- G152 PD GAMES COMPO 9 Battlemech, Bullrun (Battle sim) etc
- G154 BATTLEFORCE (1 meg) Strategy battle game
- G159 ANTEP (1 meg) RPG also SLOT a good car chase game
- G170 MEGABALL The ultimate PD Breakout game?
- G171 ZEUS Simple but addictive puzzle game. Great
- G175 CUBULUS Great 'Rubiks Cube' type puzzle. Excellent
- G178 WIZZY'S QUEST (1 meg) Super game for PD (Shareware)
- G179 LLAMATRON By Jeff Minter blast the beasts! (Shareware)
- G185 BLACKJACK LAB More than just a game, tutorial too
- G187 SUPER SCODA CHALLENGE Good 4 player drive & shoot game
- G198 PATIENCE CARD GAMES Superb games and graphics

- EDUCATION**
- E006/7 LEARN AND PLAY Games plus maths and words (Kids 5+)
- E008 TALKING COLOURING BOOK Draw the pictures then colour them

SEE AMOS SECTION FOR MORE EDUCATIONAL SOFTWARE

FISH, T-BAG, AND GLAMOUR DISKS

We now hold all fish disks up to 510. The Fish Aquarium catalogue has been updated to include all the new disks. Although most of the programs are technical there are some great games and animations hidden away, we thoroughly recommend looking through the catalogue disk. We have all T-BAG disks up to 54

GLAMOUR DISKS: We have an excellent collection of over 50 disks, demos and slides. Please remember you have to include a signed statement saying you are 18 or over to obtain these disks.

AMOS

Please note: all AMOS PD is £1.50 per disk. This is a selected list of the very best of the new AMOS Public Domain. All disks DO NOT require AMOS to run!!!

- A102 (Game) Chainsaw Death (1 meg)
- A103/4 (Game) Pick Up a Puzzle (2 disks, 1 meg)
- A105/6 (Game) Picture it (2 disks, 1 meg)
- A109 (Demo) Birds of Prey Picture Show
- A110 (Game) Cross Fire (1 meg)
- A115 (Game) Balloonacy (1 meg)
- A123 (Game) Deadline (1 meg)
- A124 (Demo) Bob Maniacs by Syntax
- A130 (Game) The Wooden Ball (1 meg)
- A131 (Demo) Armageddon Demo by Syntax (1 meg)
- A132 (Util) Family History Database (1 meg)
- A137 (Game) Tile Trail
- A135 (Educ) Simon and Space Maths
- A146 (Game) Fruit Machine & Fruit Crush
- A160 (Quiz) Amos Quizmaster (1 meg)
- A162 (Util) Sound Samples 10. Clapping, creaks etc.
- A166 (Game) Pick-up a Puzzle Data disk (Needs L013)
- A167 (Game) Jigmania Data disk (Needs L013) (1 meg)
- A176 (Util) Database Master (1 meg)
- A178 (Game) Mastermind & Pair-up (1 meg)
- A180/1 (Game) Dungeon Deliver (2 disks, 1 meg)
- A182/3 (Game) Pixie Kingdom (2 disks, 1 meg)

AMOS LICENSEWARE

All disks cost £3.50, which includes contribution to the programmer.

- L001 (Art) Colouring Book (1 meg)
- L004 (Game) Thingamajig (1 meg)
- L005 (Game) Jungle Bungle (1 meg)
- L007 (Game) 4 way Lynx (1 meg)
- L009 (Prog) AMOS Assembler
- L010 (Educ) The Word Factory (1 meg)
- L011 (Game) Go-Getter (1 meg)
- L012 (Game) Hypnotic Land (1 meg)
- L013 (Game) Jigmania (1 meg)
- L014 (Educ) Play it Safe (1 meg)
- L015 (Game) Shapes and Colours (1 meg)
- L016 (Game) Reversi 2 (1 meg)
- L017 (Game) Dogfight (1 meg)
- L018 (Game) Touchstone (1 meg)
- L019 (Game) X-T 50 Excellent game (1 meg)
- L020 (Util) Wordy Word Processor
- L021 (Quiz) Quingo 3000 questions (1 meg)
- L022 (Util) LC10 Fonts. Now supports Lc200
- L024 (Game) Shining Way of Kung Fu (1 meg, 2 disks £5.50)
- L025 (Game) The Mission (1 meg) Text adventure
- L026 (Game) Cyad (1 meg) Great puzzle game
- L027 (Game) Flower Power (1 meg) Garden game
- L029 (Educ) Big Top Fun (1 meg) Good for kids
- L030 (Game) Shymer (1 meg) Childrens text adventure

ALL LATEST AMOS LICENSEWARE NOW IN STOCK
ALL DISKS X-T ARE PRIMARILY WRITTEN FOR CHILDREN

NBS COMMERCIAL SOFTWARE

We also carry a full range of commercial software for most computers and consoles. Typical prices are 20% off R.R.P. Not all games in this mag will have been released yet. Ring for details. We also have an extensive stock of quality blank disks, boxes, cables, ribbons, etc. Yes, all the usual stuff. See latest catalogue or call us.

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FOR PUBLIC DOMAIN SOFTWARE

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AMOS PUBLIC DOMAIN DISKS.....£1.50
AMOS LICENSEWARE.....£3.50

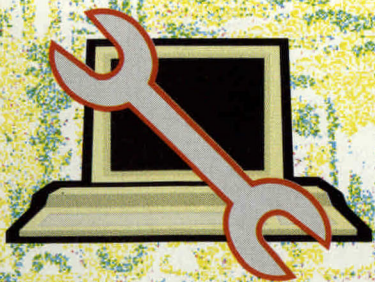
Price is per
disk NOT
per title

Please remember to add 50p per order
towards postage and packing

SPECIAL OFFER !! TWO FREE DISKS
FOR EVERY 10 ORDERED

SOME PEOPLE THINK RUNNING A PD LIBRARY IS A GAME.
BUT IT'S YOUR MONEY THEY'RE PLAYING WITH. DON'T
TAKE A CHANCE, ADVANCE TO GO, WITH NBS.

NBS PD UPDATE 8 DUE OUT SOON. For the latest releases, honestly reviewed, just send in a stamped addressed envelope.



TECH → SPEC

THE HARD DISK LIFESAVER

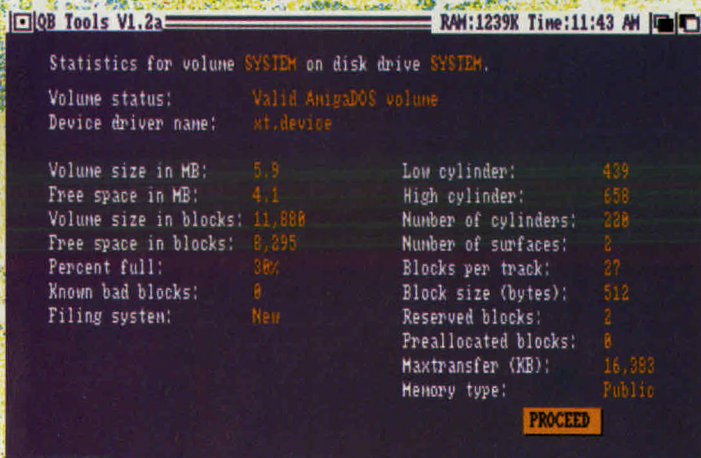
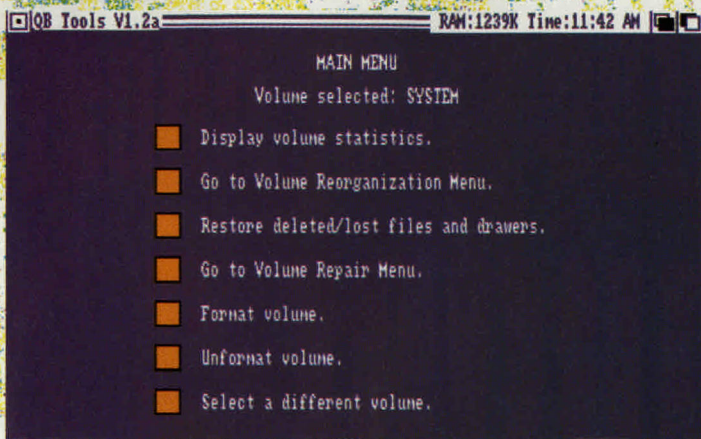
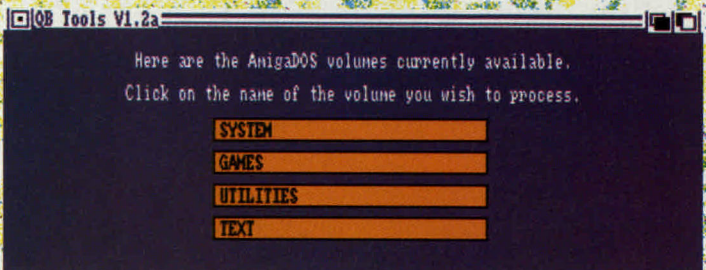
We all know how fickle the Amiga is and all of us have learned to live with the infamous Guru Meditation software failure. However, disks can be corrected and invariably failures are caused by the machine itself. But what if your hard disk 'goes down'? That's when the problems start.

This is where Quarterback

Tools steps in. It is basically a hard disk doctor utility which offers plenty of options that may save the contents of your hard disk should it become corrupted.

Quarterback can be easily installed onto the hard disk although a back-up should always be kept in reserve on a floppy just in case a 'crash' takes Quarterback with it.

In last month's article we touched on Public Domain utility software for your Amiga. This month we take a look at one of the most versatile and powerful hard disk PD utilities, Quarterback.



Tech Spec takes a breather next month because the writer was crazy enough to ask for a holiday but you can guarantee that he will be back with you in issue 27. Can't wait!

WHAT'S ON OFFER

On opening the Tools disk you will be presented with a list of the drives contained within the hard disk (very useful for partitioned drives).

By selecting one of the drives you will then be presented with another menu which features the major bulk operations of Quarterback, the most useful being the Restorer. The Restorer will attempt to retrieve any deleted or lost files and drawers.

We tested this facility on a five partition hard disk but were forced to leave it overnight due to the recovery speed.

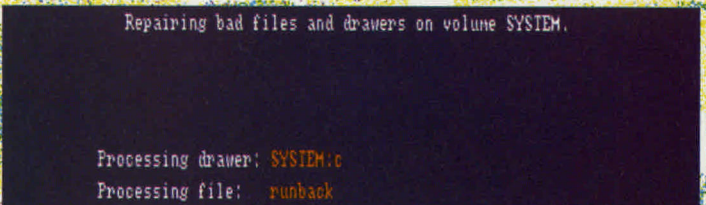
By the morning nearly all the lost files had been successfully recovered. Obviously, the success rate of the recovery depends on how long ago it was that the files and drawers were lost or deleted.

Also useful is the Volume Repair option which runs

through all the files and drawers within the selected volume and attempts to repair those that are damaged in some way. It is obvious that if the files are too badly damaged Quarterback will be unable to fix them.

Other options include a reorganisation menu where disk space can be moved around for maximum use, format volume and unformat volume. These options should cover the needs of any hard disk user. There is also a Utilities disk with extra features that can be used in conjunction with the Quarterback Tools disk.

If you are interested in either the Quarterback Utility disk or Quarterback Tools disk you should contact Silica Shop on the mail order number which is 081 309 1111. The Utility disk will cost you £49.95, the Tools disk £64.95. Fairly expensive but worth their weight in gold.



Now play the game...



THE ADVENTURES OF ROBIN HOOD

MILLENNIUM

119
AMIGA
ACTION

AND FINALLY...

LATE NEWS



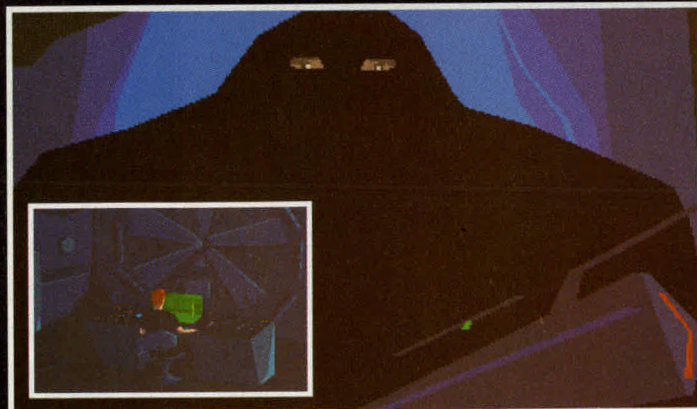
ANOTHER WORLD FROM U.S. GOLD

You may remember that a couple of issues back we had some late news items regarding Lucasfilm in the pages of And Finally... This month's late news regards US Gold's Another World created by Delphine.

The story goes that a young nuclear scientist is transported in time to another world. Unlike Earth, the scientist must use all his cunning and intelligence to survive

on the barren rock planet. Lester, the scientist, is captured by alien creatures and ends up in prison with one of the strange creatures who becomes his only ally in his quest for escape.

Another World is looking extremely good; the intro is really fantastic. It will be available in late 1991. A price has yet to be arranged, but I'm sure it's going to be worth every penny.



More winners this month but both from the review mini-compos. You'll have to be quick at entering these compos as they are drawn fairly quickly. What more of an incentive do you need?

If you thought it would never happen, the winners of the Demo creation compo will be printed in the next issue. Keep 'em peeled.

A BLAST FROM THE PAST

(Issue 24 September 91)

Doug Kyle from Bucks wins a copy of Nebulus 2.

KUNG FU FIGHTING

(issue 24 September 91)

Gareth Leake from Hull wins a copy of Final Fight.

Although both games are not yet released, we will be sending both the above a copy of their chosen game as soon as they are.

IN DISTRESS

Please forgive us, we know not what we do! Two of the Eye of the Beholder competition winners were snatched away from us by a passing carrier pigeon. Jason caught the pigeon and promptly ate it but the winners' entries escaped his gaping jaws. Could the following please contact the editor:

S. Harrison from Yorkshire.

M. Oakley from West Midlands.

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Watch out for the November Issue.

On sale Thursday 17th October.

GREMLIN GRAPHICS' STAFF EAT 15 BIG MACS



Every now and then in And Finally we will be putting a certain software personality on the hot spot. The picture on the left shows Ian Richardson and Ruth Birtles outside their Gremlin Graphics offices. Obviously you will have realised by now that Ian eats nothing but Big Macs.

If you take a look at the stomach area you will spot quite a large holdall which has been known to carry 15 Macs. Unfortunately for Ian, McDonalds do not sell alcohol so he has to make do with a root beer. Ruth, on the other hand, has been known to fit four Big Macs in her mouth at once without spilling. With staff as outrageous as this, how do Gremlin manage to produce such excellent games?

THE NO-HOLDS-BARRED

SMASH

GAME SHOW OF THE FUTURE

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PLAY THE GAME MAN!

hello

fellow humans!
Bartholomew J. Simpson here, with
a very important secret:

SPACE MUTANTS
ARE INVADING
SPRINGFIELD

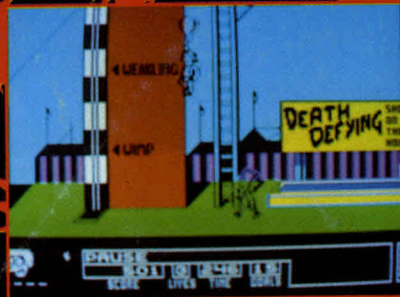
That's right man! A buncha slimy,
horrible, totally gross and putrid
monsters are taking over the
bodies of the people who live here
and they wanna build a weapon
that's gonna take over the entire
planet!

PRETTY COOL, HUH?

Anyway, yours truly is the only one
who can see 'em! I've gotta spray-
paint things, get radical on my
skateboard, use my trusty slingshot,
and in general behave like a
nuisance, man.
Plus, with evil dudes like Nelson
the bully and Sideshow Bob getting
in my way, it's a good thing I've got
the rest of the Simpsons to help me
out!
So if you're a decent person a
patriot, and somebody who cares
about this sorry planet, you'll do the
right thing.

SAVE THE EARTH

BUY THIS GAME!
Thanks man.



GBM AMIGA
ATARI ST
SPECTRUM
COMMODORE
AMSTRAD



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